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## EDITORIAL

Pictures of horrendous car crashes! Dogs playing Hamboys! Fish reading MEAN MACHINES! Jazza's shortest message yet! All this and more at the turn of a page!

## US NEWS SPECTACULAR

The hottest, latest, sexiest, throbbsiest, raunchiest hot potato of a news section we've ever printed. Tons of amazing new Nintendo, Megadrive, Game Gear and Gameboy games were launched in America, and we've got news, pics and lists revealing the lot. Ooyah!

## MEAN YOB

More jokes. More marriment. More insults. YOB chucks out your letters and answers the best ones in his own caring and sensitive fashion.

## Q+A

Jazza's done his spectacular special answering trousers and proves that when it comes to replying to console-related questions, he's no wandering bean.

## TIPS

Alongside an amazing Star Control player's guide, there's a utterly fab selection of the hottest, newswest, cheekiest hints and tips around!

## TIPS HELPLINE

Jazza supplies the gaming vassaline as he comes to the rescue of players who've got themselves stuck and can't get any further. Plus there's the Megaplayers, always on hand to offer advice.

## THE HOTLINES

Some stonkingly stupendous prizes could be no more than phone call away - a Supra Famicom, a Megadrive and loads of software are just some of the goodies on offer.

MEAN MACHINES 4

# CONT

## MEAN MACHINES



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▲ Psycho Fox - or is it Psycho Tiger? A Master System Classic reviewed on page 76.

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▲ The ultimate Megadrive sports game? EA Hockey gets the full MEAN MACHINES scrutiny

## RATING SYSTEM

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Whether you're a new reader or a completely thick git, this handy space-filling section will help you suss out how MEAN MACHINES reviews and rates games.

## MEGAMART 91

There's loads of old crap and more bee-dee being flogged on these veritable bring 'n' buy mobile sales pages. Can you find a bargain amongst the dross? Check it out end ease...

## YOB'S GOSSIP 105

Strange people reading MEAN MACHINES! Paul Glencay in tow, shambling gameplaying sensation! And shock news about the amazing £19.99 console sell-off

## NEXT MONTH 106

Nice to handle, nice to hold, but there's no information that you'll be told.

## KICK OFF 58

The finest 16-bit computer football game ever is being converted to the Meester System. Can the programmers do it? We give you an early look...

## ROAD RASH 100

High-speed action! Motorbikes! Violence! EA's new road racing game looks every bit the winner. Check out our exclusive preview!



## TOP GUN II 102

The sequel to the top-selling Nintendo game-of-the-film boasts improved graphics, new missions and an even greater challenge. And it's another MEAN MACHINES exclusive!

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The entrants that surpass EMAP employees  
for their information magazine shall enter any  
competition or contest within three years. Her  
can Dwayne "Galeata-Landscaper" Martin and his  
family. This is because we're currently  
producing them and using their assets for  
reproducing MEAN MACHINES in a pack and  
providing key. Dwayne's business is always first,  
and no correspondence shall be entered into - as  
fast I think about it.

#### JAZZA'S FINAL BIT

If you've got any glass bottles lying around,  
then this is the bottle for you. Don't leave the top  
floating when you're breaking your head, it  
wastes water. Recycle whenever possible. Don't  
throw glass in appliances on all the time if they  
can possibly turn off. Tell your Dad he is  
needed people. Think about the environment.

# EDITORIAL

## QUICK HELLO

There are so many animal and crash pics this month,  
that there's no room for me to say anything. Great, ah?

## CRASH BANG WALLOP

We asked you for pictures of smashed-up vehicles,  
and we got a veritable scrap-yard. Check out some of  
these wrecks, and have a laugh!

John "keep death off the roads - drive in the hedge"  
Tapper from Garway in Herefordshire sent us pictures  
of his lovely Toyota Supra. Well, ex-lovely. You see, it  
was molested by a gang of manhole covers as he  
tried to drive over them at high speed. Ah wall!

What happens when you drive a VW Beetle (with  
no lights on) into a brand new Grenada? Well, Steven  
Hewsworth of Halifax, W Yorks found out recently

when just that happened to his Dad's spanking new  
marque! Now it looks like a giant red banana.

Dozing off at the wheel of a car and then running  
into a getepost is the theme of the pic sent in by Pete  
Fox of Merton N Yorks. His Dad's snoozy apeng must  
have given him quite a rude awakening.

What goes nar-ner, nar-ner, nar-ner, beng! This  
police car, sent in by a mystery reader. Cheers for the  
pic, whoever you are!

And now onto a little story...

"Take the bins out, love" said Mrs Taylor to Mr  
Taylor.

"Ok" said Mr Taylor, "but I'd better move your new  
car a few feet, because I don't want to scratch it."  
"Vroom, vroom", went the car as it was put into  
reverse.

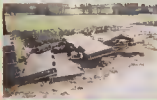
"Eeess-yaaaaa", said Mr Taylor, as his foot got  
stuck on the accelerator.

"Crash", went the car as it sped backwards into a  
tree at high speed.

Thanks to Robert Taylor of North Harrow for  
supplying us with the pics, the story and the laughs.

Finally, Matthew Lomax of Stoke-on-Trent sent us  
a pic of his Dad's "scratched" car. It's a Fiesta, it you  
couldn't quite work it out!

If you've got any more car crash pictures, send  
them in to: EEEEEEOOOOOWWWWWW  
SCORREEEEEEEEEEE BANG, MEAN MACHINES,  
PRIORY COURT, 30-32 FARRINGTON LANE,  
LONDON, EC1R 3AU. We'll print all the pictures we  
get - the only rule is that no-one must have been badly  
injured in the accident.



## PET TALENT BEYOND BELIEF

Here are three incredible games-playing animals  
singled out for special attention!

Lassie Lewsey of Northolt wrote in with a picture  
of herself playing with her Gameboy after she put her  
pet human, Kevin, to bed! Dene is a Great Dane, and  
is also a Gameboy player. He's hoping that his pet  
human, Ryan Krum of Chichester will one day take  
him to Northolt so he can challenge Lassie to a  
two-player game of Tetris!

Finally, we have Phoebe, who entered the John  
Madden's challenge only to find her entry arrived a  
day too late! Her pet human, Toby Aldridge of London  
NW3, says that the postman had better watch out  
from now on...



## MORE ANIMAL ANTICS

A fishy tale indeed! Matthew Lomax of Stoke-on-Trent says his fish likes to read **MEAN MACHINES**. And why not? Meanwhile, over in Manchester, Mark Senders has discovered a new breed of cat all its half teline, and hell Sky satellite dish.

Ben Crossley, also of Manchester, owns a dog who's going beid. However, the sensible pooch now



were a wig to cover up his slappy pete - you could never tell, could you?

Another Ben, this time Ben Lees of Ruislip Manor is currently trying to persuade his cool Irish Setter, Telly, to let him read his collection of **MEAN MACHINES** magazine. However, the clever dog keeps telling him to buy his own.

If you've got talented pets, keep the pics rolling in Send 'em to: **ANIMAL ANTICS AHOY, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**



### JULIAN "JAZ" RIGNALL

When it comes to food, Jazze is a piebaker. Shepherd's pie and beans are tops in his book, as are steak, mushy peas and chips 'n' gravy, pot noodle, spicy beanburgers, Brennigen's mustard and roast beef crisps, wagon wheels, frosties, coco pops... and virtually anything else. But never give him raw tomatoes or sushi or he'll throw up on the carpet.

**CURRENT FAVE GAMES: STAR CONTROL, ICE HOCKEY, HUNT FOR RED OCTOBER**



**RICHARD "TELEPHONIC TREATS" LEAOBETTER** Cherry drops, beef Chow Mein, wine gums, salt 'n' vinegar chipsticks and his Mum's fine samurai (all wrapped up in a lovely tupperware lunch box) are Richard's favourites. However, put cabbage, baby sweetcorn, pot noodles and cauliflower on a plate in front of him and he'll turn orange and throw it at the wall.

**CURRENT FAVE GAMES: HUNT FOR RED OCTOBER, ICE HOCKEY, STAR CONTROL**



### OZ "WEIRO AND WONDERFUL" BROWNE

When it comes to favourite fodder, Oz's palate is well and truly tickled by macaroni cheese, chicken tikka, chicken bryanti, crispy duck, McDonalds. His most unfavourite food is the chocolate moussa that he used to have with his school dinners. It must have been pretty bad...

**CURRENT FAVE GAMES: THUNDERFORCE III, THUNDERFORCE II, SNOWDANCE**



### GARY "I'VE GOT A LOVELY BLACK PUSSY" HARROO

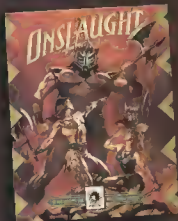
Gary's tastes are as varied as they are weird. Top of his list is Brennigen's cheddar and ham crisps, followed by pure freshly squeezed orange juice, chicken, tuna, bananae and any vegetable, especially cauliflower. Get to the bottom of his list and you'll find coffee, tinned fruit when it's got no sugar, fat off meat and anything foreign.

**CURRENT FAVE GAMES: STREETFIGHTER II, HUNT FOR RED OCTOBER, STREETFIGHTER II (AGAIN)**





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## CES

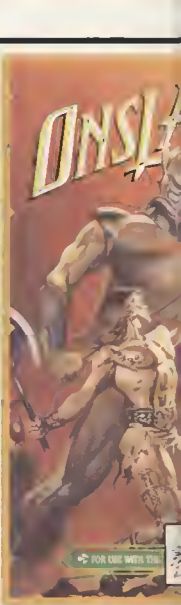
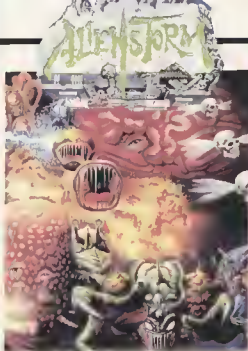
## SHOW

Chicago! City of wind, large breakfasts and the best basketball team in America. Jazza Rignall recently went there, not just to fart about and drink and eat himself senseless (aa he did), but to visit the CES Show, the world's biggest electronics show. On display were over 360 new console games. It was Jazza heaven. This is what he saw...

## SEGA SHOWOFFS

At the recent CES Show in Chicago, Sega showed their latest and greatest titles. On display were a wealth of new games, including *Toe Jam and Earl*, a very wacky one or two-player arcade game which we reckon will take the Megadrive by storm, *Decapattack* (starring Chuck D Heed, a guy who can take his head off and throw it at the enemy), *Donald Duck*, *Joe Montane II* (still not as good as John Madden's),

*Marcus* (a conversion of the soldiers yompin' up the screen blowing up everything Capcom coin-op), *Phantasy Star III* (more role playing malarkey in a bigger and better form than its predecessor), *Flicky* (a conversion of a spiff-o-rama ancient coin-op), *Shining in the Darkness*, *Streets of Rage* (Sega's answer to *Final Fight*, and very good it is too), *Alien Storm* (brilliant!) and *Golden Axe II* (looking very good indeed).

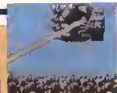
TENGEN'S  
TOPPER TITLES

Tengen have announced an impressive line-up of Megadrive coin-op conversions, and nearly all are finished and ready to go into production. *Pitfighter* (the cracking digitised graphics beat 'em up), *Rampart* (the unusual, but eddictive Armada destroying cannon game), *Ms PacMan* (classic PacMan action), *Paperboy*, *Pacmania* (more

and Roadblasters are all looking virtually arcade perfect. Tengen are also putting the finishing touches to a new sports simulation, *RBI Baseball III*. It's looking good... if you're into that sort of thing.



# ONSLAUGHT



## EVEN MORE MEGA GAMES

Also on display at the show from Kaneko's Berlin Wall and Turbo Outrun (IDG's conversion of the excellent racing coin-op) Ballistic have four new titles - Test Drive, Mike Ditke Power Football, Onslaught and Turrican, and Dreamworks have Jesse "The Body" Ventura Wrestling Superstars and Trampoline Terror.

Mirrorsoft had Speedball II and Battle Master on display, and Nuvision across the way were displaying Swamp Thing, Guardian Angels Safety Patrol and Bean Ball Benny.

Arcade fans will enjoy Street Smart, Treco's superb conversion of the coin-op, and their version of Harrier Ex is also worth a look.

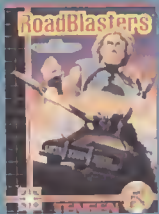
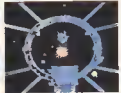
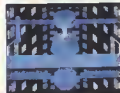
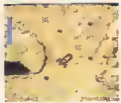
More arcade stuff was seen on Namco's stand. Quad Challenge is a two-player split screen version of the 4-Trax coin-op, and Rolling Thunder II is a brilliant rendition of the arcade machine that's yet to be released in Britain. Namco also showed off Powerball, a game very similar in concept to Speedball II, but nowhere near as good.

"Controversial" Razorsoft had Stormlord, Death Duel and Slaughter Sports up and running - we'll be reviewing those over the next few months. Finally, Crossfire by Kyugo, and Vols III, Dinoland Pinball, Beast Warriors, Syd at Cabs and El Vento (all from Renovation) were there for the seeing.



## JVC PREMIERE THRILLS

On Nintendo, Star Wars and Defenders of Dynatron City from JVC were utterly brilliant. Star Wars is a game based on the brilliant film, and is totally original, nothing to do with the coin-op! It's got a load of different screens and levels and is looking red hot - I can't wait to get the finished product. Defenders of Dynatron City is a stunner, another original product, this time packed with lefts and playability. Mini Putt, also from JVC certainly provided amusement as far as mini golf goes.



# CES

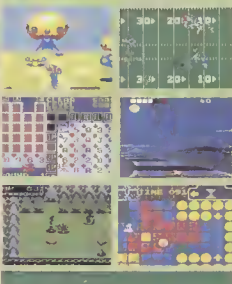
## SHOW

### BEST BLASTER YET

It's definitely the best Super NES blaster yet! What is? Super R-Type from Irem, of course. I played the finished copy at the CES Show and it's a real cracker, with new levels and baddies that weren't in the arcade machine! We're hoping to bring you a full review next issue.



There were quite a few new Game Gear titles on display, but unfortunately there was little to get excited about. GG Shinobi (which we reviewed last month) is the only thing that's really any good. The others were Batter Up and Pacman from Namco, Dragon Crystal, Joe Montana Football (a bit slow to play), Woody Pop (diabolical Arkanoid clone), Outrun (identical to the Master System), Revenge of Drancon, Slider, Solitaire Poker, Space Harrier (same as Master System) and Chessmaster (pretty jolly chess game).



### GAMEBOY ARCADE CLASSICS

Veteran arcade fans better start saving their cash - there's a whole load of conversions of classic arcade games coming soon to Nintendo's hand-held marvel. Taito's Elevator Action is a platform game with plenty of lifts and gun-toting baddies. It's a golden oldie, and makes a great Gameboy game.

Gauntlet II and Marble Madness will soon be available on the Mindscape label - both could be corkers if sufficient care is taken over them. Marble Madness is definitely the most promising, and if the two-player option is included, it would be a real winner.

Ballistic is another firm taking a trip down memory lane. Asteroids (1978 rock-blastin' fun) and Missile Command (1979 missile-blastin' frolics) are both classic games soon to appear in hand-held form. Both should be well worth looking out for.

And if you're after a classic coin-op, and can't wait until those are released, don't forget that Space Invaders, Lunar Lander and PacMan are already out and about for the Gameboy!

### EYE EYE IREM

From were showing off three titles. Hammering Harry is a neat conversion of their popular arcade game, Metal Storm is a blaster based around massive Japanese fighting robots popular in the land, and the rising sun and Kung-Fu II is the follow-up to Kung-Fu, a version of the ageing arcade game, Kung-Fu Master.



### SUPER FAMICOM TO BE SNEEZED AT

Big news at the CES show was the American launch of the Super Famicom, or the Super Nae (SNES) as it'll be called. It's got a new shape - a squarer body and via purple reset and eject buttons - and slightly updated internals (according to SNES programmers). Along with titles that have already been seen in Japan and on import in the UK such as Mario 4, Pinballwings, F-Zero and Actraiser, there were a whole new bunch on display - check out the list!



# TOKYO JOE

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CES

## SHOW

## OCEAN GO NINTENDO BONKERS

UK software house Ocean had a very impressive range of Nintendo games on display! The biggest name was Robocop II, which is looking very nice indeed. It's a platform game, with different sub-sections breaking up the action. The game is out in America in October, and Ocean hope to release it in the UK very shortly after. Darkman, another film tie-in, is also looking neat, and so is Untouchables and New Zealand Story.

Ocean also announced a quartet of forthcoming film tie-ins: Radio Flyers, Hudson Hawk, Addams Family and Hook! However, best thing on their stand was an early version of Lemmings - that looks a real scorcher and gets my vote as the most promising Nintendo game of the show.

On Gameboy, Ocean announced Robocop II and Darkman and displayed a very early demo of Navy Seals. Tops in my hand-held book, though, were Ocean's two interpretations of old coin-ops: Super Hunchback is a brilliant enhancement of the decade-old arcade machine, and Mr Do is a splendid scrolling rendition of Universal's cracking classic coin-op.



## A TON OF DELIGHTS AT ACCLAIM/LJN

All-round high quality was the order of the day at the Acclaim/LJN stand. Their conversions of Frog and Arch Rivals are both great fun to play, and the imaginatively-named Wizards and Warriors III looks to be the best game in the series.

Thriller's Surfari is a neat sports game with surf'n' overtones, and Wolverine is a fairly good game-of-the-comic. Terminator II has potential, the latest wrestling



game Westerns Challenge is one to watch out for, and MVP Baseball looks good (if you like that sort of thing).

Three film tie-ins were also on display - Beetlejuice, Punisher and Bill and Ted's Excellent Video Game Adventure - but my most favourite games on the stand were the conversions of the two brilliant Williams coin-ops, Smash TV and NARC - both musts for fans of gruesome shoot 'em ups.

On Gameboy, Simpsons in Escape From Camp Deadly, The Punisher (a jolly Operation Wolf style game), Bill and Ted's Excellent Video Game Adventure, Terminator II, Beetlejuice and NBA



## CAPCOM'S CORKING CREATIONS

Capcom's range of Nintendo software is just getting better and better. Little Mermaid, Little Nemo Dream Master, Telespin and Chip 'n' Dale Rescue Rangers are all graphically stunning - and play well too - but better still is Megaman 4, which stars new baddies and some old favourites! Their conversion of Snow Brothers is also looking very good, as is an original and rather wacky game called Yo Noid!

There were just two Gameboy titles on display - Megaman and Who Framed Roger Rabbit. Both are good, though.

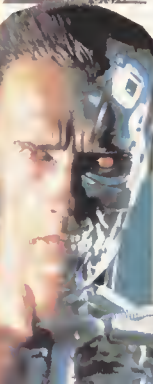
On Super Famicom, or Super NES (SNES pronounces it sneeze) as it'll be known in the states and in the UK when it's released next year, Capcom have two new titles. UN Squadron is an arcade perfect (in fact, it's arcade better, because it's got gameplay tweaks and extra levels) horizontally scrolling shoot 'em up. But Capcom's real biggie is Super Ghouls 'n' Ghosts. It's absolutely superb and poo-poo on the Megadrive version from a great height. With new weapons, extra levels, amazing music and more baddies then you could shake a codpiece at, Super Ghouls 'n' Ghosts is the best SNES game yet seen. Watch out for it.



## TAITO'S TRIFFIC TEMPTATIONS

Arcade experts Taito were well flush with product, and Kickmaster, Toki, The Flintstones, Rainbow Islands, Power Blade (the best Nintendo beat 'em up yet), Kiwi Krazy (the New Zealand Story sequel) and Oxi completed an impressive line-up.

On SNES, Taito also showed a sporting bent with Hat Trick Hero - however, I didn't actually get to see the game, so I can't tell you whether it's any good or not. Dumb ass!



Allstar Challenge were all well worth a play.

But the best stuff on the stand was on Super NES. There was an early demo of Smash TV, which looks identical to the coin-op, with much explosions and gratuitous violence (yum, yum - gimme, gimme, gimme!). WWF Wrestlemania Challenge is a cracker, with superlative graphics, great sound and wild 'n' wacky gameplay - the sprites look just like their real-life counterparts. This is by far the best wrestling game yet seen, and stars all the most popular WWF characters, like Hulk Hogan and the Ultimate Warrior. Finally, there was a rolling



demo of The Simpsons - excellent cartoon style sequences that are apparently going to appear in the game! More information on these games as soon as we have it.



If you want to know exactly what was either on display or announced at the CES show, here's the complete list. And before you start asking, virtually all the titles below have yet to be scheduled for a UK release. We'll keep you informed as things progress - just be patient.

Berlin Wall  
Turbo Quifun  
Test Drive  
Turticorn  
Ruled Roach  
NHL Hockey  
Star Flight  
Shadow of the Beast  
Living Game Show  
Killing Kisser  
Ear Weaver Baseball  
Ornatulog  
Mike Dike Power Football  
Virtue Wrestling  
Temple Terror  
Pitfighter  
Rapnaps  
PBI Baseball III  
Mac Macman  
Paperboy  
Pacnamic  
Roadcrafter  
Speedball II  
Battin Myster  
Top Gun and East  
888 Attack Bus  
Decapattack  
Donald Quack  
Joe Montana II  
Mazda  
Phencyc Star III  
Shining in the Darkness  
Sons of Rage  
Allen Stein  
Golden Axe II  
Swamp Thing  
Guardian Angels  
Super Ball Benny  
Gimme Smart  
Harnar Ex  
Crossfire  
Quad Challenge  
Warrior and  
Fighting Thunder II  
Powerball  
Stormlord  
Jeffrey Duel  
Burglary Sports  
Technopop  
Dances  
Valls III  
Ornament Pinball  
The New Warriors  
Byrd of Celis  
ElViento

Right and Magic (America)  
 Rocky (America)  
 Vice Project Doom (America)  
 Super Spy Hunter  
 Ullans  
 Mo'Kids  
 Goli Gower  
 Robin Hood Prince of Thieves  
 Overlord  
 Kickassler  
 Toli  
 The Flintstones  
 Rainbow Islands  
 Power Blade  
 Kow Krazz  
 Qix  
 War on Wheels  
 The Last Ninja  
 Metal Mech  
 In Your Face  
 Starline Mansion  
 Pinball Quest  
 Aslanax  
 Bases Loaded II  
 Goal  
 Wholly Red  
 Whomp  
 Black Bass  
 Blue Marine  
 Over Horizon  
 Twin Eagle  
 Magic Davis  
 Worm Champ  
 Mr Chin's Gourmet Paradise  
 Thunder and Lightning  
 Star Wars  
 Defenders of Dynastion City  
 Mini Pull  
 Robocop II  
 Darksman  
 Untouchables  
 Road Flyers  
 New Zealand Story  
 Navy Seals  
 Lemmings  
 Hudson Hawk  
 Hook  
 Adams Family  
 Snow White  
 Kirschba  
 Jack-B  
 Team 3-on-3 Challenge  
 Avengers  
 Jackie Chan Kung-Fu  
 Adventure Island  
 Adventure Island II  
 Princess Tomato  
 Wally Bear  
 Shockwave  
 Death Race  
 Outies  
 Navy Turtles III  
 Confine Force  
 Where Time Is Carmen Sandiego  
 King's Quest V  
 Konami in My Pocket  
 Tiny Toon Adventures  
 Bucky Q Hero  
 Latest Invasion  
 Little Mermaid  
 Telenov  
 Chip n' Dale  
 Magemaster 4  
 Snow Brothers  
 Little Nemo (Jim = J)  
 Peter Pan and the Pirates  
 Wayne Gretzky Hockey  
 Videomation  
 Where a Waldo  
 Jack/Killer Tomatoes  
 Home Alone  
 The Flash  
 Swamp Thing  
 Frog  
 Hoards and Warriors III  
 Arch Rivals  
 Smash TV  
 NARC  
 Hammering Harry  
 Metal Storm  
 Kung Fu II

Bortle's Surfari  
 Wolverine  
 Terminator II  
 Wastemaster Challenge  
 WFLA 10/26/81  
 Baseball  
 Banquet  
 Bill and Ted's Ex Adv  
 Star Trek  
 Turtles Arcade Game  
 Cyber Sevens Baseball  
 Pirates  
 Tom and Jerry (H)  
 Barbie  
 1981 World Cup (H)  
 Evert and Lendl Tennis  
 Conquest of Crystal Palace  
 Boom  
 Woom II  
 Los II  
 Daydreamin' Davey  
 Kabuki Cannon Fighier  
 Zombie Nation  
 Conquest  
 Hudson Hawk  
 F-15 Strike Eagle  
 Eliminator  
 Ghoul School  
 Dragon Warrior III  
 Rockin' Kele  
 Super Bowl  
 Ninja Garden III  
 Battledicks  
 High Speed  
 Helix  
 Face Ball 2000  
 Ultimate Journey  
 Toxic Crusade  
 The Hunt  
 Frankenstein  
 Legends of the Diamond  
 Godzilla II  
 Little Ninja Brothers  
 Fighting Sam World Champ  
 Super Hunchback  
 Mi Qc  
 Navy Seals  
 Legend of Zon  
 Castlevania II  
 The Hunt 5 on 5  
 NASCAR Fast Tracks  
 Mercenary Force  
 Wordwar  
 Castle Road  
 The Hunt  
 Ninja Garden  
 Battle Ball  
 Catrap  
 Megaman  
 Madman Roger Rabbit  
 Alkali Punk  
 Triumph  
 Adventure Island  
 Elevator Action  
 Knight Quest  
 Prince of Persia  
 Spot  
 Caesar's Palace  
 Singapore  
 Asteroids  
 Missile Command  
 Paperboy II  
 Cavewar  
 Madball Madness  
 Fish Guide  
 Travel Guide  
 Spot Checks  
 Personal Organizer  
 Survival Terminator  
 French Translation  
 Altairid Space  
 Hudson Hawk  
 Hoops  
 Crystal Quest  
 De Jackson Football/Beeball  
 Alone Alone  
 Attack/Roll Tomatoes  
 The Flash

[illegible]





Ice Hockey? It's like Football, innit? Well, sort of, except that the action takes place on a rink of frozen water, and instead of a ball, a nice flat, circular puck is used as a substitute. Kicking the puck isn't really on, so players have a large hockey stick with which to set the puck in motion.

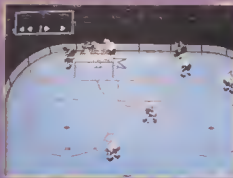
Two goals are situated at either end of the rink. One of them is your team's and this must be defended. If the other team get the puck past your goalie then they've scored a goal. It's your job to get that circular puck-like item into the opposition's net. You've got to net more goals than the other team to win.

You change ends at half-time in football, and a similar situation occurs in Hockey. But instead of just having halves, the action is split into three periods, with the teams switching ends at end of each period.

In addition to that over-kill explanation of Hockey for the hard-of-thinking, it's best to remember that Ice Hockey can be just a little bit rough at times...

# ICE HOCKEY

▼ A hot fight breaks out after a nasty foul



## BEAT THE PUCK OUT OF THEM

The players are to be rather wound up at times, especially if they're losing 5-0 and the opposing team are using all manner of under-hand tactical. At times like this, fist fights tend to break out. Upper cuts and body blows are available to floor your opponent, but good enough provocation is needed to get a decent fight going. Anything will do, including hitting the puck at high speeds at opposing players. A vicious shoulder charge or high slash is also good enough to cause some aggro.



## COMMENT

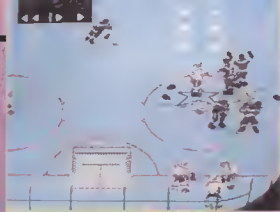


**RICH**

EA Ice Hockey is one of those truly classic games that's a unique gaming experience in two-player mode, and even remains exciting when you're up against the computer. I think the biggest hook of this game must be the gratuitous lashings of needless violence. Shoulder charges, overhead slashes and even smacking the puck right into the opposing goalie's face are all

possible in this game! It tension's running high, fist fights break out at regular intervals, and there's an option included to make all this fist-related action and blatant fouls perfectly legal! The control method, and just about every form of pass, shot (or foul!) can be managed with relative ease and the inertia of the players on the ice makes for realistic and exciting play. There's also the essential replay option to look over that classic goal. It's spacier and more violent than any other Megadrive game, and ranks along with John Madden Football as one of the greatest sports sims ever produced!





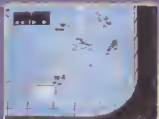
▲ An overhead slash from red...



◀ ...and the white player's floored!

## TWO-PLAYER PUCKS

Two-player action is available in a couple of different forms in Ice Hockey. First of all, there's the traditional head-to-head option which enables two players to take control of a team and battle it out. But if you get bored with that, there exists the option to play as team mates, with each player taking control of one member of the same team.

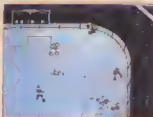


## OPTIONS ANONYMOUS

Many different options are available in Ice Hockey that subtly alter the gameplay. The length of each period can be either five, ten, or twenty minutes. Line changes can be turned on or off, but the most useful option must be the ability to turn off some - or all - penalties. For example, you can keep fouling an offense, but do away altogether with off sides. Best of all though, is turning all penalties off and changing the game into a venturesome orgy of violence and excitement!

## REPLAY!

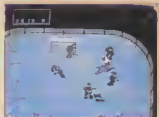
Players will be pleased to hear that there's a replay option, so that goals, fouls, or even fights can be viewed in slow motion - or even frame by frame!



▲ White is down, and the puck's getting lonely!



▲ Another white player gets the puck



▲ ...and moves into a dangerous position!

# ICE HOCKEY

▼ The Soviets celebrate a classic goal!



## HOME AND AWAY

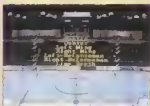
Audience participation is the name of the game in Ice Hockey. A dangerous foul courtesy of the home team results in massive rounds of applause from the audience, whilst the same dirty play from the away team delivers many boos and hisses from the assembled masses. The audience like a good fight as well, especially if the member from the home team completely wipes out his opponent.



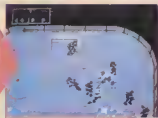
## PUCK OFF

The action starts in the centre of the rink where the players wait for the puck to be delivered into play by the referee. A close-up representation of the ref and the two players is shown in a corner, and a press of the B button makes your man hook out his stick for the puck. Pressing the button at the right time and collecting the puck is all-important as whoever gets the puck has the immediate advantage. This 'face-off' situation occurs after penalties, icing, or if the 'keeper keeps hold of the puck too long.

## WHO GIVES A PUCK?



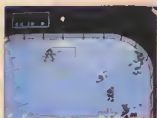
There are 22 different teams ready to hit the ice in EA Ice Hockey, ranging from the likes of the United States and the Soviet Union (both brilliant in all respects) to teams like the United Kingdom or Spain (who cripple along at a snail's pace and can't play Hockey to save their lives). So, novices would be best to choose a team with superior abilities, whilst experienced players would go for a crappier team to really test their skills.



▲ It's a shot! But is the goalie up to much?



▲ The goalie's going to get it in the face



▲ But not! It's a goal and a classic too!





- ▲ Players gather around to witness some flatcuff!
- ▲ The filled-in star indicates which player's got the puck. Looks like this guy's going to try for the goal!

## THE SIN BIN

If the penalty option is switched on, the ref regularly chuckles players off the rink. Sleshers, hookers, lighters and even fight instigators end up with a special rink-side, where have to sit and cool down for a certain amount of time - usually two minutes. The current office record for the amount of players sent off in one game is held by a Mr Julien Rignault, with a massive six team members cooling off at once in the sin bin!



## MADDEN PROGRAMMERS STRIKE BACK!



EA Ice Hockey is the second Megadrive game to emerge from Perk Place Productions. Their first game was the totally wonderful John Madden football, which scored a mind-boggling 95% in issue three of MEAN MACHINES! Again, Rob Hubbard provides the aural accompaniment in the form of stunningly realistic sound effects and awesome music!



## COMMENT

What can I say? Programmers Perk Place have done it again, and Ice Hockey is to that violent high-speed sport what John Madden's is to American Football. The game is more straightforward than Madden's, with only two basic controls to get used to, so you can get into the action and play the game without even looking at the instructions. But actually getting

**JULIAN** good at the game takes a lot of practice. The action is fast and furious, and it's packed with subtle and not-very-subtle-at-all touches. You can deliberately trip and charge opposing players (it's great when you apist them up against the wall) and knock them over by smashing the puck into their faces at high speed. Skating with the puck can be turned into an art form, with your player gracefully dodging and weaving through an onslaught of violence. Shooting past the very competent computer-controlled keeper and actually scoring requires a skill, precision and great timing. I also love the way the crowd cheer mega violence and boo the away team if they trip your players! The only flaw Ice Hockey has, and it's a similar one to John Madden's, is the fact that if you choose a very good team - for example the Soviet Union - you can beat other computer teams fairly easily. It's more difficult if you choose a rubbish team like Great Britain and play against a tough one. So bear that in mind if you're a single player. Otherwise Ice Hockey is another superlative sports simulation from EA, and ranks as an utterly essential purchase.



BY: EA

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: SUPER-SMOOTH



## PRESENTATION 93%

Superb! Loads of useful options, great control method and nice presentation screens!

## GRAPHICS 94%

Some stunningly detailed sprites and a great, super-smooth eight-way scrolling rink.

## SOUND 96%

Mean and moody music and some stunning sampled sound effects which gives this true ice hockey atmosphere!

## PLAYABILITY 95%

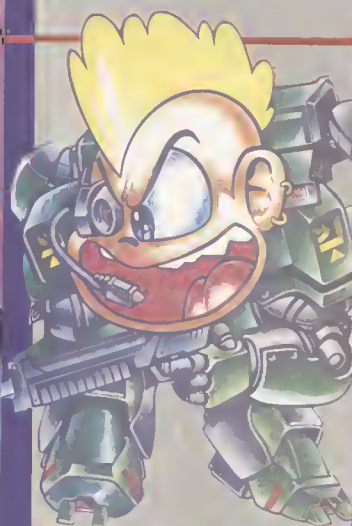
The inertia on the players is perfect, and the hyper-violent gameplay is immediately addictive...

## LASTABILITY 94%

22 teams and a choice of two dust-player modes make this one that'll last just as long as John Madden's.

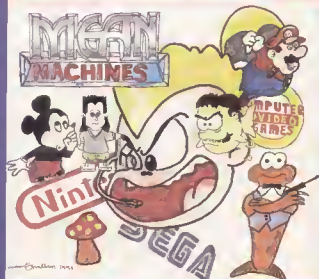
## OVERALL 95%

Another super-slick sports sim from EA. Simply stunning - buy it immediately and get the puck out.



# MEAN YOB!

MEAN MACHINES 22



It's big, brown, hairy and bulging. It's YOB's sack, the largest mail sack in the entire universe. He has to swing it over his shoulder to be able to walk properly 'cos it's so massive. It's filled with your letters, the best of which YOB has sorted out and answered. If you've got a letter, pictures, photos, blank cheques, spare cash, send them to: YOB'S OBSCENELY SWOLLEN LARGE BROWN SACK, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Don't forget that there's a monthly prize of £150.00 worth of software for the best letter we get.

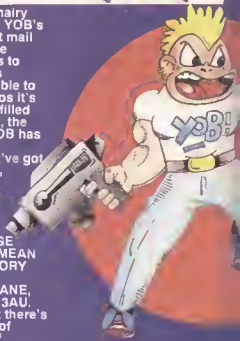
## MR "I HAVEN' GOT A CLUE WRITES

Dear MEAN YOB,  
I've come up with an excellent idea that nobody has suggested in the Letter Zone. You know like you've got Amiga and ST mags with free disks on the cover, and also the C64 and Speccy mags have tapes.

Well why not introduce a free Magadrive cartridge with maybe a

preview of a game or a playable demo. And don't say it costs too much, think of all us Magadrive owners who splash out £30 or £40 on games.

Also, send me a copy of the Magadrive Wreath Wars rather than the £150 altar letter 'cause I cannot wait until the July release date. By the way, I suppose I have to say that your mag is skil, brill and all the yuppla crap words people come up with.  
*Lee Whiting, Norwich*  
**YOB:** So you're telling me that Magadrive owners will be more than happy to shell out £30-£40 for a magazine with a "free", as



you say, Megadrive cartridge? Don't be a retarded cretinous moron, you empering imbecile. If I have one more letter from anyone saying that we should put a "free" cartridge on the front of the magazine, I'll personally track them down and stick it where the sun don't shine.

## TAKING JOE TRUTH FOR A SPIN

Yo! Mr YOB!

I am writing to you to thank the best mag in the world - MEAN MACHINES - for completely changing my life.

James Stratton sent in this motley crew of characters.

Not so long ago, I was a nobody. I regularly wore enrope and sandals and owned an Atari VCS with "Eat a Log Quickly Simulator" to play. Since then however, after my letter appeared in these sacred pages (check out number nine, page 24) I have become a transformed being. It is now difficult for me to leave my house without a pile of girlfriends blocking my way and chanting "oh great one!" in chorus. I've now got a wicked Megadrive and cannot cope with the hordes of people inviting themselves to play around with Sonic, Mickey and Sir Arthur.

Thank you MEAN MACHINES, I am now the most popular person in Chiswick, yes more than Timothy Dalton.

Guy "Edd" Dickerson

YOB: Oh dear! I think you might be suffering from Swenlie, a rare neurological disorder which results in a hyperactive overexaggeration gland. You'd better see a Doctor before you

start creating adverse weather conditions and cause buses to break down in the middle of the Dartford tunnel.

## SPELLING IT OUT

If you are truly a MEAN YOB then you will give me the prize for best letter but you wouldn't dare even print the letter never mind give the prize and be mean to the other reader's and writers, I OARE YOU TO. I did not give a heading to this letter because your just a wimp and dont deserve a title. I got the mag each month and enjoy reading it. I say again I DARE THE MEAN YOB. Yuo at MEAN MACHINES are often cronyising the Amstrad CPC 464. I have got a 464 (as well as a Nintendo) and am very satished with it. IF I HEAR ONE MORE BAD WORD I WILL APPOLAGIS GO IT!!

Yours derangly,  
Michael Todd, Cumbria

YOB: Like the Amstrad 464, your grip on the English language and its grammar is a miserable, foolish mockery. Get thee gone, soft-headed doll,

before I smite thine rump heartily with mine Doc Marten.

## BOO HISS!

Dear YOB,

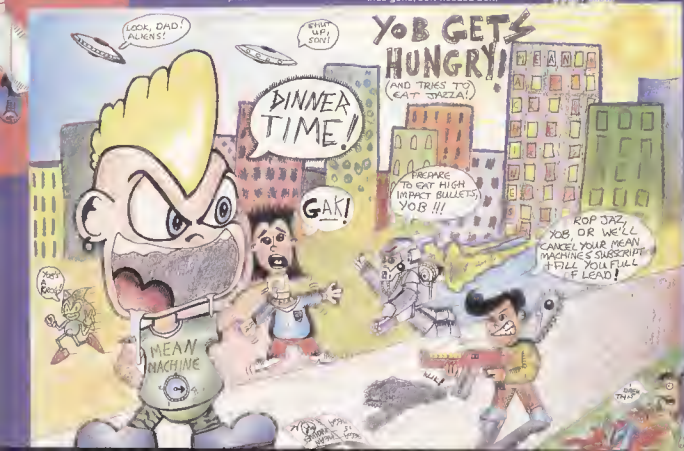
I recently bought John Madden Football from an importer, and when it came in the post I immediately rushed up to my bedroom and plugged it into my Megadrive. The minute I heard the amazing tunes and spectacular graphics I couldn't wait to start playing, but when the game started I heard this horrible hissing sound which when I sent it back the company said was the crowd and was no different to all their other copies

MEAN MACHINES gave the sound 95%. Surely you heard it? David Webber, Somerset  
YOB: Yes, we heard it and don't think there's anything wrong with it. That's exactly what American Football crowds sound like, you dazy git. I suggest you get your ears syringed, and ask the Doctor for a large barium enema as well - that should cure your problems.

YOB gets angry with Jaz in this picture courtesy of Owen Pellow



The mysterious Stuart sent us this brill pic - remember to put your name on your pic!





## A VERITABLE PAUPER

Dear MEAN YOB,

I have recently purchased a Nintendo Action Peck and I think it's great. The only problem is the outrageous price of the games. Some Nintendo games cost as much as £40.00. At these prices I can only afford to buy two or three games per year.

I can accept that it costs more to produce cartridges than tapes or disks but why don't Nintendo release some of their older titles which aren't selling very well on a budget label for say £9.99 each, like Sega have done with their old Master System games.

Steven Taylor, Dundee

YOB: The cheapest Nintendo games around at the moment are £19.99, and for the time being at least, Nintendo have no plans to introduce a lower price range. You'll just have to sail your Granny into white slavery,

## SEGA SLAMMER

Dear YOB,

I am afraid this letter contains things I've been bottling up inside for ages, so please bear with me.

What on Earth do Virgin Mastertronic think they're playing at? I have owned a Japanese Megadrive for over two years now and was quite interested to see how competent Virgin would be at releasing and promoting the machine. Frankly, what they have done to it is disgusting! Presentation-wise the games and the Megadrive itself are unbelievably tacky with the most tasteless packaging ever conceived (the dreaded squares are back!). Why has the game artwork that made the Japanese games look so stylish been changed and manipulated into laughably sad pictures - these are a serious embarrassment to Sega. You may say I'm fussy, but look at

the 'official' Strider cart!

Also, why do Virgin continue such a large advertising campaign for their Master System, are they that desperate to get rid of them? And why is this vastly superior Megadrive being kept in the shadows?

Mat Brown, Amersham

YOB: I agree totally with you about the packaging. When you're spending £40 on a game, you don't expect a totally pathetic, difficult to read black and white instruction book in sight different languages. The Japanese and American books are vastly superior to their European counterparts, with colour pictures and superb illustrations, and we have to pay more for our games! What's check!! As for the Master System - I think this Christmas we'll see much more emphasis on the Megadrive. After all, if Sega want to build a large enough market to enable them to survive the Super NES onslaught next year, they'll have to use their strongest ammunition!

## THICKO DONE GOOD

Dear YOBBO of the MEAN variety. You may well remember that I won the coveted Thicko of the Month award in issue eight. Well, my apologies go to Gaz for that appalling accusation I made on behalf of my friends. Well, anyway, I didn't actually deserve that award as you may recall that I wrote a heapload of crap about Final Fight on the Megadrive. Well, my

so-called friend had told me this rubbish so I decided to see what you would say in reply. He at this stage is pretty gutted, he had his Megadrive given to him with the great game (wait for it!) Thunderforce II. Please tell him to go stick his head down a toilet and flush it.

K Craske, Blackheath, London  
YOB: Well, so I always say, Mr KMC, depress your neural clutch and stick your brain in gear before opening your mouth and you won't say silly things. I think flushing your friend's head down the toilet sounds like the right treatment for somebody who has poo for brains. By the way, Gaz took your apology like the man he is.

## TIME WASTER

You horrid MEAN thing (YOB, of course).

I am writing to try and get the star letter but I can't think of anything to write to get the star letter. So, I am writing for nothing and wasting yours and my time (but you probably don't have anything else to do). So bye bye yuckiest one, Craig Armstrong, Paisley, Scotland  
YOB: Not another fish-for-brains...

## YOUNG MAN NEEDS FIST ACTION

Dear MEAN YOB,

I have been hibernating my well as there is not one decent beat 'em up on the Megadrive. You can't keep us all happy with crappy beat 'em ups like Golden Axe or ESWAT. Forgotten Worlds etc. We want some fist action like in Final Fight or Street Fighter 2. I have heard that Pitfighter is coming out on Megadrive, is this true? So come on Sega, Electronic Arts and the rest, GET PROGRAMMING something good for a change.

Andy Mayes, Leicester

YOB: Hold on a moment, I don't think that Fergotten Worlds is actually a beat 'em up. Dehl Still, since you're so utterly desperate for some 'fist action', you'll be pleased to hear that you can vent your strange, perverted frustrations on Pitfighter, Street Smart and a variety of other beat 'em up games coming soon on the Megadrive. Check out the news pages for more details.

## CRUELTY TO DUMB HARRODS

Dear MEAN YOB,

I am just writing to say I think at you down at MEAN MACHINES are cruel to Gary Harrod. For example, you said in issue nine that he was born into a family of destitute paupers. If I was poor old Gary Harrod, I'd turn around and smash a bottle over your heads. Tony Moore, Walsworth, London  
YOB: Don't be silly! Gary would never smash a bottle over anyone's head - he could get the top of his back on it and feed his family and tramp friends for a week!

# YOE'S GOSSET

AN EVERYDAY STORY OF "MEAN MACHINES" JOURNALISTIC-TYPE FOLK





Another month, and another teetering heap of questions. Jazza Rignall is once again wearing his most colourful special answering trousers and is ready to ejaculate solutions all over the page. If you've got any questions, not matter how strange or bizarre, send them in to: **JAZZA'S GOD-LIKE GENIUS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

## SWISS CHEESE AND BRIE SPECTACULAR

Dear Jules,  
Before you have read this letter I will be the proud owner of a Super Famicom, and a very proud owner at that. But I have a few questions for you to answer, so let the feeflessness begin.

1. Is Super Mario World really the best platform game available on any home format?
2. Can you tell me what Super Ghouls and Ghosts is like

- (good/bad)? If good, how good?
3. Would it be possible for you to give an American address where I can send off for a \$99 PC Engine GT? Pretty please?
4. How come your screenshots are the best out of all magazines? Could you please tell your trade secret to Sega Power as they desperately need to know?
5. Why aren't you going to print

## PICK IT 'N' FLICK IT

Dear Jaz,  
1. With the release of Sonic the Megadrive, I was wondering if the game will be released on the Master System.  
2. Also, with the new release of the Master System II, are Sega still planning to make games for the Master System?  
*Paul Green, Blyth*  
**JAZ: 1. A hacked-down version**



this letter?  
*James Pearce, Cardiff*  
**JAZ: 1. Yee, definitely. 2. Sa** utterly mege-brill I nearly peed my pants when I played it in America. Well, almost. **3. Na. 4. Because** we're professionals and we have a very expensive camera. **5. I did, so shut up** and be grateful.

## GRANNY'S LARGE, PORTABLE COMMODORE

Dear Julian - the MEAN dude, I would be very pleased if you would answer my mind-boggling questions.

1. If the Super Famicom end the Megadrive had exactly the same game and both games were made so that the machine used all of its chips etc to the maximum, would there be much noticeable difference?? (if any)?
2. Are there really only 512 colours on the Megadrive compared to the 32,000 on the Super Famicom?
3. What has happened to the so-called Microdrive (handheld Megadrive)?  
*Lee Morris, Gwent.*  
**PS: I love your hair.**  
**JAZ: 1. It both machines were pushed to their absolute limits, the Super Famicom game would**

might appear later this year - we'll keep you informed. **2. The Master System II is an ordinary Master System in a redesigned box.**

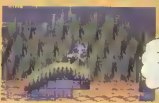
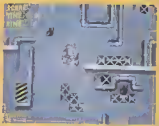


look and sound much better than the Megadrive version, but they'd both play the same. **2. Yes, we keep saying over and over and over again. 3. It never actually existed.**

## OO-AH MY TROUSERS ARE ON FIRE

Dear Jaz,  
I just want to ask you a few questions on your mag before I go out and buy PGA Tour Golf in town.

1. Why has Sonic the Hedgehog got only 92% and Mickey Mouse 95% when in the Sonic review it clearly states that Sonic is the best game with better graphics and depth?
2. When will the Bull New Zealand Story be officially released and reviewed in your grant mag?  
*John Couchman, Lambourn, Berks*  
**PS: If you don't print this letter it will only prove that you can't answer question one, so print it now!**  
**JAZ: 1. Where does it "clearly state" that Sonic is the best game with better graphics and depth? Read it properly - we say it's got better graphics, but we mention several times that the gameplay can be frustrating, and that's why it was marked**



down. 2. New Zealand Story hasn't got a release date yet, and I'm not sure whether it'll ever "officially" see the light of day. Buy it from an importer if you desperately want it.

## NOSE DROPS AHOY

Dear Jazza,  
In about three quarters of a year's time I will be jetting off to sunny Florida with £200 in hand ready to spend on consoles and software.

I have a Sega Master System and am wishing to update it for a more powerful machine and seeing as they are cheaper in the States I thought why not buy it there? Here are my questions:

1. Is a Genesis machine compatible with English and/or Jap games with or without an adaptor?
  2. Is an American Game Gear compatible with an English machine?
  3. Are American Master System games compatible with an English machine?
  4. Are American Gameboys compatible with English games?
  5. Why the hell does my mum keep on at me while I am writing this letter?
- Daniel Brown, Canterbury.  
JAZ: 1. Don't buy a Genesis from any US shop - it won't work on a British TV. 2. Yes. 3.

## MY TOMATO IS BURSTING

Dear Jazza,  
Please could you answer these questions.

1. When is the Turtles arcade game coming out - is the Ninten



Yes - and they're well worth tracking down. The cheapest place I found was the main toy shop in Belz Factory Mall at the end of International Drive, Orlando (their range of slightly older cartridges start at £5.00), but Toys R Us come a close second with newer carts as cheap as £12.00. 4. Yup! 5. Maybe because you haven't washed and you stink like a pig. Then again, maybe not.

## ONE CHROME SPANNER ATTACK - COMING UP!

Dear Jazza,  
I have a few questions for you to answer.

1. Now that Nintendo have scrapped their exclusivity rights, is there any chance of Final Fight and Street Fighter II being released on the Drive?
2. Will Taito's Groul and Namco's Rolling Thunder II be converted?
3. Do you know roughly when Shadow of the Beast and the Killing Game Show will be released?
4. What colour are your special trousers and how much do they cost?

Ian McCreadie, Fife.

2. Does the NES Advantage play lots of games, is it worth the money and does it work with Super Mario 2?

3. Is Gargoyles Quest any good for the Gameboy?  
Andrew R England, Southampton.  
JAZ: The answers are: Christmas, it works with every Nintendo game and yes.



JAZ: 1. Maybe. 2. I think that Taito's Groul is a pile of old toss and wouldn't want it anywhere near my Megadrive. Rolling Thunder II is nearly finished and will be out by Christmas. 3. Shadow of the Beast and Killing Game show are out early next year. Hopefully both will be severely tweaked - the original Amiga versions had great graphics but completely crap playability. And while you might be able to dazzle Amiga owners with enzyntz intros, console players want good gameplay. 5. Which ones? My special answering trousers are a sort of orangy pinky blue with purple stars and green flecks.

## SEVERED HANDS

Dear Jaz,  
I know this isn't a question, but it is a bit of good advice. I read your answers to Ed Jones and Jody Goodall last month (July Issue) about the PC Engine handheld. I am an Engine handheld owner and what you said is untrue.

I know people with Lynxes and Gameboys, but they all agree that mine is the best machine. 512 colours on screen, 8 channel stereo sound. The screen DOESN'T blur one bit. The battery life isn't too hot, but what do ya

expect? A monitor and computer off six pencil batteries? It also has the advantage of being able to take PC Engine game and 16 bit Super Gfx games. I think my advice is the more valuable because I own of the machines in question.

John Wall, Kent  
JAZ: Don't be silly. Your advice is horribly biased because you bought one and don't want to look stupid. At £225.00, the portable PC Engine is very overpriced - you could get a Gameboy/Lynx/Game Gear and a Megadrive for that! Oh yeah, on fast action games the screen DOES blur.

## ROTTEN POTATO!

Dear Jaz,  
I own a Super Famicom and was wondering if you would answer these questions, please

1. Is there any chance of Mario 5 and if so, when?
  2. Are there any good flight aims out?
  3. Any chance of Sonic the Hedgehog on the Famicom?
- Also, keep up the good work, Daniel Chambers, London.  
JAZ: 1. Yes, but not until next year. 2. Apart from Pilotwings, there aren't any as yet. We'll keep you posted. 3. Never in a zillion years.



# G+A



## STANDARD LAMP UP THE JACKSIE

Dear JAZZ,

My mother is considering buying me a Megadrive

1. Is Smash TV coming out for it?
2. Is Street Fighter II or Final Fight or any decent beat 'em ups coming out for the Megadrive?
3. Will Sim City come out for the Drive?
4. Is Gynoug the best blast 'em up?
5. Would you recommend a mail order Megadrive that plays all the carts (Genesis, Jap and Etc.)

6. Have you got, or can I get hold of a pair of super competition washing trousers?
  7. How old is Paul Glancy as my mum says he looks 12.
  8. And is Sada out of CVG a real girlie, because I have a mad crush on her.
- Michael Fearn, Pennington, Leigh.*
- JAZ: 1. No. 2. Yea, some decent beat 'em ups are coming out on the Megadrive. Street Smart looks the best. 3. No. 4. Personally I don't think it's the best, but it's definitely one of the better ones. 5. Most imported Megadrives do. 6. 'Fraid not. 7. He is 12 - he's one of those child prodigies (he passed his A-levels when he was eight years old and got a degree at ten). 8. Of course she is. Oooh!



## DOCTOR! I'M FEELING MYSELF!

Dear Jaz,

I own a Nintendo and I would like you to answer a few questions.

1. What do you think of these NES games: Bubble Bobble, Faxanadu, Ghosts and Goblins. Pinbot?
  2. Is there Four Score worth getting?
  3. What is your favourite Super Famicom game?
  4. I know someone who bought a Master System, so I laughed at him. Good eh?
- Matthew Smith, Keighley, West Yorkshire*
- JAZ: 1. Good, alright, crap, good. 2. Only if you often have plenty of friends willing to indulge in a bit of four-play. 3. Super Mario 4 of course! 4. Why kick a cripple while he's down?

## EROTIC GNOMES? NEIN DANKE!

Dear Jez,

I own a Sega Megadrive and I would like you to answer these two or three questions -

1. How much does Street Fighter II, the arcade game cost?
  2. Does it come as a complete coin-op, or would I have to get a video cabinet an PCB board?
  3. Where would I get one from?
- Paul Edmunds, Congleton, Cheshire.*
- JAZ: As a complete coin-op, Street Fighter II would cost around £850.00 and is available from most arcade machine distributors.

## FREESTYLE DISCO FRENZY UNDERWEAR

Yo Jaz!

I have just bought a Japanese Import and I would like you to answer these questions:

1. What sort of TV adaptor will work on my imported Game Gear?
  2. Are any of these games any good:
- Psychic World, Chase HQ, Woody Pop, Dragon Crystal?

3. Are there any other good games apart from GG Shinobi, Mickey Mouse and Super Monaco GP?

4. Are there going to be any good soccer games coming out on the Game Gear?

*Paul Baker, Holmes Chapel, Cheshire.*

JAZ: 1. You won't be able to get a British TV signal with any TV adaptor because your machine's screen runs on a different frame-rate. 2. Crep, good, dira, alright. 3. Not at the moment. 4. None have been announced.

## WHOOPS! THERE GO YOUR HORMONES

Dear Jaz,

I have wrote to you to ask you to review Tennis on the Nintendo, or just write if it is good or not, as I am thinking of buying it and I don't know nothing about it.

*Justin Hendry, Scotland*

JAZ: It's a pretty good fun, especially with two players, but I'd give it a playtest if you can, just to make sure you like it.

## HEADS WILL SLAP

Dear Jaz,

My brother has just bought Wrestling War for his Megadrive but I am concerned because the graphics concerned do not look as good as the screenshots in the June issue of MEAN MACHINES or the July edition of G+VG, because the man who you play with (Bruce Blade) has got blonde hair!! The characters are not as well shaded or crisp-looking, but on the back of the box he has black hair. Has my brother bought a weird cartridge or is it his Megadrive? Please help me solve this mystery Jaz, because my brother thinks the game is okay is it?

*Lee Russell, Hornchurch, Essex.*

JAZ: Our Megadrive is connected to the highest quality monitor available via a SCART lead, so we have the best picture possible. I bet you've got a PAL machine - the picture always comes out much fuzzier and sometimes the colours are a bit washed-out. Don't worry about it, it's all perfectly normal.

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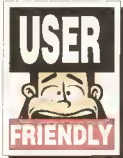
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# ES



Cor! Have we got some tips for you! As well as tons of groovy anipet-type tips on the likes of Gynoug and Simon's Quest, we've also got massive tips extravaganzas including the brilliant Star Control and Duck Tales! Not bad, eh? Well ready yourself with a spare pair of underwear - these pages are so exciting, you're going to need them! Don't forget, if you've got some spiff-o-rane tips, cheats, maps or whatever, send them in. There's a monthly prize of £150.00 worth of console software on offer for the best tip of the month. The address to write to is: MEAN MACHINES TIPS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEAN MACHINES 30

## ZELDA 2

Here's a ten point plan to get through this Nintendo epic, courtesy of some NES player who forgot his name and address - doh!

1. The magic glove can be found in the second palace.

2. To reach the island palace, you fall down a hole in the graveyard.

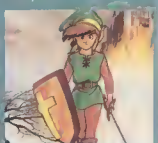
3. There are hidden pits in the great palace. Sometimes it's worth going down them - one is well hidden under a pile of rocks.



4. Explore the forest, the desert and the swamp as they are packed with hidden objects. There's a 1-UP hidden in the desert by the graveyard.

5. Always go back to the towns after taking a palace or grabbing a magic item. The villagers may have something to say to you.

6. The magic hammer is not in the swamp. It's in a cave.



7. Hit statues inside palaces for magical boots. But beware, as some may come to life and attack you! Cripes!

8. The water level is a maze.

9. Boots let you walk on water.

10. If you don't have a key, use the fairy spell.

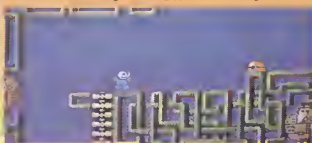
## MEGA MAN 2

Some general tips, courtesy of Kristian Biggs

Use metal blades to stop rabbits, dogs, fish, and frogs on the Wood Man and Bubble Man stages.

On the Quick Man stage use the time stopper (Flash Man's power) to halt the beams that zoom across the screen.

On the Heat Man stage use the Jet



Sled to get across the lava.

With the Jet Sled you can reach high platforms by jumping and shooting another sled in mid-air. Leap on this new sled and jump to safety.

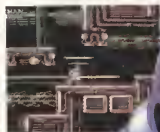


## GAUNTLET

Snardy Cadette from Walthamstow has got nice handwriting as well as a method for locating all of the warps in this Atari conversion. There are hidden warps on level 1, 7, 9, and 94! To make the warp exits appear, shoot all the walls in the maze until you find them! And funnily enough, Tony Charembles sent in this code to get you straight to level 79: 42C BB1 HZ7

## BATMAN

Some anonymous tipster sent in this method for doing in the Electrocuter. Just do a wall jump on to the nearest ledge, and then on to the next ledge. When he jumps, jump over him and fire all your spears at him. Provided you've got enough weepens you should have no problem.



## FAXANADU

Scott Conroy from Paisley in Scotland sent in this code (enter it exactly or it won't work) to gain the rank of Paladin with 13,000 gold and billions of items. Well, a fair few items, any way. And the code is (cue fanfare):

Yr7sUv20YIViSFOQk5lwh  
CA

## BIONIC COMMANDO

To leave a level once you've selected it, press buttons **A**, **B**, and **START** simultaneously and Bob's your uncle! This tip was provided by that man, Tony Cheralamblos from Maidenhead.



# GAMEBOY

## HYPER LODERUNNER

Jamie Dunlop from Bristol provided this password to get to ANY level of this hyper platform game. And the code is **OM-0388**. Just press **START** and you'll be on the level select screen!

## GARGOYLE'S QUEST

'If you can't be bothered to battle all through the game, spouts James O'Hair from Marlow, "you're a lazy bunch of sods! Here's a password to get to the end of the game. DYNE-QTWW."

# TETRIS

When the game's paused, the "next block counter" is wiped out. To reveal what the next block is going to be, press **SELECT** twice! Stuart Murray sent that tip in

## NEMESIS

On the second stage about halfway through, shoot the square alien, then shoot the tower falling down. Get beneath the tower and push up into it. You are then on a bonus level which has power-ups and extra lives. It then takes you to the end of the level. Thanks to Sean Aiken from Chisnashford for that.

## TENNIS

Here's how to win your serve without hitting the ball! When you serve, press A or B as usual but wait until the ball is too high to hit and press A or B again. You can now move your man. Position him underneath the ball and let it hit him on the head. You will then win the point.

## CONTRA

Yet more Sean Aiken malarkey. This will endow you with nine lives per credit. If you press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, A, B, SELECT** and **START**, the lives are yours!

## BUBBLE BOBBLE

Seen & also got a quick cheat for Bubble Bobble as well. If you enter KGBJ as the passcode you can play on any level using the left and right buttons! Try it out!

## GAME GEAR

## WONDERBOY

This tip may work on the identical Master System version, so give it a try. Start the game as usual and when the status screen comes up saying Area 1, Round 1, press UP on the control pad and lo and behold - the area number changes!



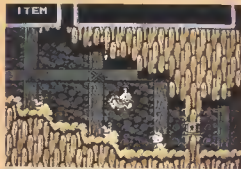


Steven Leung from Bexley in Kent is rather a clever chappie. He's come up with a lorry load of ingenious advice and cunning tactics for this Nintendo Mega game!



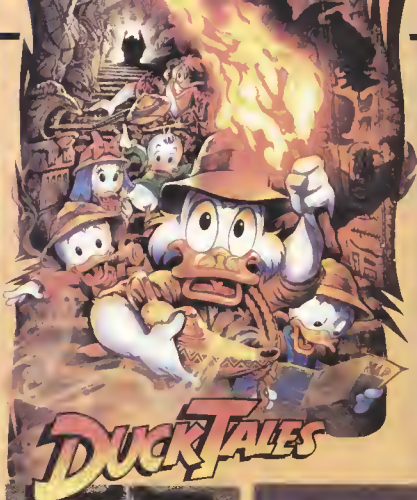
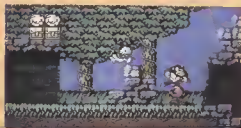
## LIVES

When you start go to the African mines. You will be sent to Transylvania. Collect the two lives and a bonus hit point. Go through the mirror at the start, collect the skeleton key then go through the other mirror on the left. You will be taken back to the status screen. Choose Transylvania, grab the two lives and keep repeating this until you have enough lives to get through the game.



## AMAZON GUARDIAN

Once past the falling bridge in the sky go up the rope. You will find Launchpad. He'll ask you if you want a lift back. Say no and jump up in front of him. There will be a vine. Climb up it then walk across and climb down the other vine. You'll be transported to the abode of the end-of-level guardian. When the statue guardian has jumped and landed quickly pogo-jump him and keep away from it. Keep doing this and you will defeat him. This tip will save you paying to go up to meet the guardian and also get you to the guardian quicker and get you more money as leftover time is converted into



# DUCKTALES



## TRANSYLVANIA GUARDIAN

Once you meet him, dodge his fireballs. Jump on him when he is on the ground (sounds a bit suspect to me) before he fires and jump behind him to safety. You can pogo-jump on him when he is flying quite low. Keep repeating this to butcher the evil one.





## AFRICAN MINE GUARDIAN

Jump on him when he is standing still and move out of the way. You can tell which way he rolls by his eyes and the pattern of his movement! Do this and this guy is a doddle!

## HIMALAYAS GUARDIAN

Dodge the snowballs when he bashes the wall. Jump on him by pogo-jumping when he is running. Keep dodging the snowballs and jumping on him and life is much simpler.



## MOON GUARDIAN

When the mouse is still, jump on him then onto the ledge. Sometimes if you're lucky, you'll kill him by pogo-jumping up and down in the middle of the screen. By jumping on the mouse when it is still, you save a lot of energy.

## THE FINAL BATTLE

This is the big count that keeps appearing and disappearing. When a ball is released and it is flying low, pogo-jump on it and then onto the count. This is the only way to gain height to kill him. When he's dead and gone, McDuck's arch-enemy makes an appearance. Just beat him by climbing the rope and getting the treasure as soon as possible.

## DIAMONDS

In the Amazon, kick the tree stumps for diamonds. If you go down the rope, kick the red box to the statue and pogo-jump onto the box and then onto the statue. Walk along and a room with four treasure chests is revealed! Inside are diamonds and energy. Go back up then carry on to the left. There's another chest with a pink diamond. When you come across a row of vines, go up the fourth vine and you'll locate two chests, each complete with a diamond!

In Transylvania, kick the knights. Only some chests with goodies. Kick the coffins to reveal diamonds, but watch out for the ghosts!

In the African Mines, kick the coal chests for diamonds.





## NINTENDO

### SIMON'S QUEST

The man Sherry Gadgete a back - and this time he's brought a code that'll give you all the weapons needed to kill Dracula. And the code is **DY31 LXDY W45X TGJX**. But that's not all, for Neil Cooke of Blackheath sent in the useful little guide to each of the items found in the game.

#### HOLY WATER

This disinfects certain well or floor blocks. Throw holy water at all of the blocks in empty rooms in the towns.

#### GARLIC

Place one on the furthest grave in Camille Cemetery to get the silver knife, drop a piece at the end of the graveyard past the ferryman and make the ferryman give you a lift, drop a piece of garlic in front of him.

#### WHITE CRYSTAL

This can be swapped for the blue crystal in the town of Aljibe, and that crystal can be swapped for the red crystal in the town of Aldra.

#### ITEMS TO PURCHASE

**GARLIC, LAURELS:** Town of Aljibe and Aldra.

**THORNWHIP, HOLY WATER:** Starting town.

**MORNING STAR:** Second town past ferry.

**KNIFE, CHAIN WHIP:** Town down first tight of steps on right of first mansion.

To give you all the items necessary to finish the game enter this code, courtesy of Sem Mahoney of Crayford in Kent:

**G Q 2 1 T (Diamond sign) \* Q  
Z X Q V 3 Q P Q**

## PGA TOUR GOLF

Cheating on a golf game sounds like something out of the files of Arthur C Clarke to me, but Chris Webster from Leicester reckons differently. He thinks that saving your position after every good shot you make is a good idea, as if you cock up your shot you can reset and redo and have another bash. "You can do this as many times as you like," comments Chris, "and you can win the tournament easily!" Well hurrah for that!



Score: 41 Par 4  
Stroke: 4 E  
Distance: 81m  
Club: Putter

# JAMES POND



Toby Martley from Walsingham's Essex sent in this tip to get round level one to level eleven on this bizarre underwater adventure. Once you've freed all the tobsters, go back to the entrance pipe. Go past it and jump onto the land on the far left and push down on the sea ledge. That's it! Similarly, you can get to level six by pushing down on the green patch on the seabed furthest to the left. William Callacher from Inverclyde has worked out how to get an extra life level three - a View to the Spill. Go into the second screen where the ACME oil tanker is situated to the left-hand side of the screen, dive out of the water, aim for the ACME OIL sign and you're away with a little.

## UNDERWATER AGENT



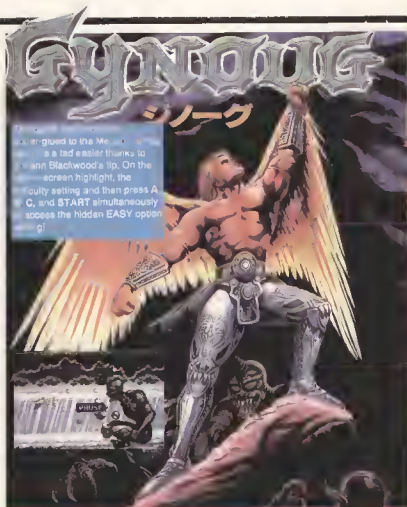
## LAKERS VS CELTICS



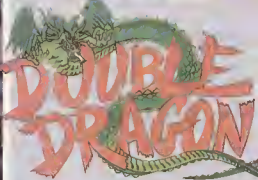
James Ward from Ravenshead sent in these codes to get you to the semi-finals - and the code is: **FLL M2G**. But if you fancy playing the Lakers against the Celtics try **FV6 C65**.



# SEGA TIPS



Over-glued to the Me...  
a tad easier thanks to  
ann Blackwood's tip. On the  
screen highlight, the  
faulty setting and then press A,  
C, and START simultaneously  
access the hidden EASY option  
g!



One of you lot out there (it does help if you put your  
name and address on the tips themselves) sent in this  
end-of-level boss guide to this infamous beet 'em up.  
So here goes.

## MISSION ONE: ABOBO

Just stand still and punch him four times and then  
throw the oil drum at him. Continue this method until  
he's bitten the dust.

## MISSION TWO: JEFF

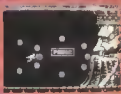
Keep using your lethal flying kicks on this guy,  
supplementing that attack with use of the box - just  
pick it up and chuck it at poor old Jeff!

## MISSION THREE: GREEN ABOBO

Use the same tactic as mission one. This green mutha  
is a bit hard, but the four punch attack coupled with  
lobbing the boulder at him should do the trick.

## MISSION FOUR: WILLY

Follow Willy around the screen punching him  
mercilessly in the face as you go. Mind that you don't  
get caught by this guy's machine gun and bullets.  
Weave around said items, and continue to punch the  
living daylight out of him. It shouldn't be too long  
before he's dead and gone, so sit back and enjoy that  
end-of-game sequence!



## WONDERBOY III

You've all seen the low-down WEST ONE 0000 000  
cheat, but if you don't want to cheat your way all  
through the game try out these codes to get a little  
further. D Simoes from Chilwell came up with these  
goods

LIZARD MAN: LIZC D6W EN7B PA9  
MOUSE MAN: FWOD F2W AYEK 6C2  
PIRAHNA MAN: E2D D2W B6EK 73U  
LION MAN: THC3 YTW DE4U R5H  
HAWK MAN: 9GC5 YHX XY4V TTH

These codes give you full weapons, armour, energy  
and charms. You also get a fat pile o' cash into the  
bargain!

## GAUNTLET

John Howard's a cunning little  
devil, as he's come up with these  
tips to get loads more scoring  
potential out of this game. First of  
all, you can double the amount of  
credits available to you by  
switching Joypad after you've gone  
through the third credit. You're  
reincarnated as the other player  
and you can soldier on from the  
same point. Also, if you get to a  
treasure room in two-player mode,  
let one player go in first. This  
leaves the second player unlimited  
time in the room to get all the  
cheese! You can get up to 66,000  
points this way! Cor, lumma!



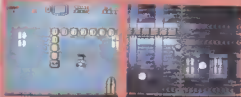


When the title screen appears, press all four buttons together quickly, until the number of credits (shown on screen) has increased to nine. This must be done very quickly before the demo mode starts. David Razeboom from Holland sent this in. Phil and Martin Scott sent in this method of getting to the secret level. Just go to level two, get to the jellyfish then die! When you restart, watch out for the gaps in the top and bottom of the screen where the ships in bubbles come out. Wait until one of those comes out of the bottom one and move down into it. Also, hold down left and

A three times to get 20 lives.



You'd have to be a bit of a spaz not to know this by now, but you can leave any level once you've entered it by pressing **START** and then **SELECT**. The only slight snag is that you have to have completed the level first. - RAG



CAPCOM

SUPER FAMICOM



Don't bother phoning us about the bogus two-player mode as published in Raze - or we might get a tad upset and shout at you a lot! But still, Danny Stevens from Stratford sent in this tip to enable you to just keep punching the punks without stunning them. Just punch them twice, turn around and punch, turn back and repeat the process. It only works with Cody, but it does also work on the arcade!



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## TIPS

## MEAN MACHINES TIPS SPECIAL

Star Control is the latest two-player mega game to down a storm here at MEAN MACHINES - a pitched space battle between the evil Hierarchy and the brave Alliance. So, in a bulging tips special, Rich and Gaz give you the lowdown on the most lethal ships in the Alliance's fleet along with some general tricks and tactics. All being well, next month, we'll give you the full SP on the Hierarchy's fleet.

## PLANETS AND METEORS

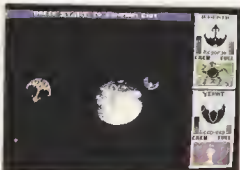
## STAR CONTROL



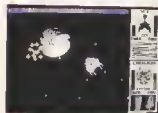
The Cruiser's Point Defence Lasers can take out four targets at a time, and is invaluable against meteors. Dogis and the Dreadnought's remote fighters



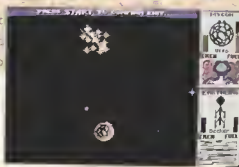
The planets' gravity can spell doom for some of the larger ships in Star Control, like the two pictured here.



A good tactic for out-classed small ships is to hang around the planet. Their thrust should be powerful enough to counteract the gravitational pull. Larger ships do not have this advantage...



The Van's spores can disable any ship, but the weapons still remain active. However, sooner or later, the disabled ship should encounter a planet - and from that there's no escape!



## SYREEN PENETRATOR



WEAPON: Particle Beam Stiletto

DEVICE: Hypnotization Field

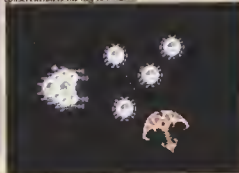
NOTES: The Syreen's amplifier projects the alien maiden's voices into the cosmos, drawing out the crew from the enemy ship. Collect these quickly to add them to your crew. Watch out for craft that are powerful in close-range combat - the Syreen isn't a very good defensive ship.

## THE ECONOMY DRIVE

(see close) your fuel left for the case, the doubtlessly be balance right. very for - but it gets go. Others, like Cruiser get fuel steadily. Some Syreen, don weapons fire at all. **KNOW THE STA**

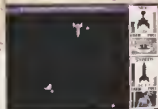


The Syreen is entirely powerless against the shield-carrying Yehat Terminator - as long as the latter keeps enough fuel on-board to operate the shield! This type of fuel conservation is the key to success!



The Mirarchy's Klingon-like Ilurath Ageres carries a clocking device that can completely fix the likes of Dogis, guided missiles and Afterburner missiles. Watch out!

A hierarchy Vax gets the Syreen treatment! The Syreen can deprive a ship of its whole crew - bar one final member. Here, the weak laser cannon is used to finish the job.



The Arllow's homing laser out-clashes the Ilurath's slow, short-range offensive systems and shouldn't pose that much of a problem. Watch out for the Ilurath's cloaking device - the Arllow's laser cannot home in on an invisible target!



Not exactly a likely scenario: Ilurath takes out Yehat! The fuel consumption factor is the only worry the Yehat really has (until it meets the Ur-Quan Dreadnought!).

## RAILOU SKIFF



**WEAPON:** Auto-aiming Laser Weapon  
**DEVICE:** Short-range Hyperdrive  
**NOTES:** Although the Skiff's crew level is alarmingly low, this ship is one of the best in the Alliance fleet! Amazingly nifty this craft's auto-aiming laser can even be fired in one direction when you're zooming off in the other. But beware: one hit from the Dreadnought's cannon means instant death! Remember to leave enough fuel over to activate that hyper-drive or your Skiff-related antics will meet with an untimely end. So watch it.

## MEGADUEL

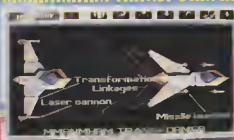
## TIPS



## SCREEN BOUNDARIES

Often, if your prey is a lot faster than you and is cackling in pants with fear, it's not worth trying to chase him. Instead, turn 180 degrees and head in the opposite direction. Just like the ageing con-man Space Wang, space wraps around in Star Control. This is also handy - know when you're firing missiles off. Often, a close-range attack can have a better chance of hitting your enemy if they fire in the opposite direction of the screen!

## MMRMNMHRM TRANSFORMER



**WEAPON:** Laser Cannon/Afterburner Missiles  
**DEVICE:** Transformer  
**NOTES:** The X-Form is an excellent long-range fighter. The missile-firing form is best for most attacks although it can't turn very well, while the close-range model only really comes in handy for turning around. The amazing speed of the long-range model enables this ship to deal with the fearsome Dreadnought and its bothersome lighters with relative ease. Its speed can cause problems though, especially when there's a planet in the area.

## CHENJESU BROODHOME



**WEAPON:** Photon Shards  
**DEVICE:** Dogis  
**NOTES:** A good long-range craft that can annihilate many of the smaller ships with its long-range mine-like Photon Shards and fuel-draining Dogis. But keep this massive ship away from planets - its tiny boost power makes breaking free from the gravity very difficult. Also suffers if in short-range combat with a smaller ship.

If you're stuck in a dungeon, or a boss is getting the better of you, send in your problem to Jazza Rignall here at the Helpline, and he'll try to use his vast console-gaming experience to help you out. Send your query to TIPS HELPLINE, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Please make sure it states TIPS HELPLINE very clearly on the envelopes or the post-sorting minion gets all confused and has to lie down in a darkened room. Tai

Oh, and by the way, when you write in, don't forget to say exactly what the game is (you'd be surprised how many don't) and the machine it's on. Also, try to be specific about where you're having trouble. Don't just say, "I'm stuck in Teenage Mutant Hero Turtles, please help" or we won't be able to answer.

Finally, can we just make it completely clear that we NEVER, EVER give personal replies, even if you do send a stamped, addressed envelope. Sorry, but if we answered every letter we got we would never have time to write the mag.

## WE WANT MEGAPLAYERS

If you're a gamesplaying genius, why not put your name forward for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other tallow players can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is:

MEGAPLAYERS TIPS  
HELPLINE, MEAN MACHINES,  
PRIORITY COURT, 30-32  
FARRINGTON LANE, LONDON,  
EC1R 3AU.

# TIPS HELPLINE

## SHAGGED IN RYGAR

Dear Jaz,  
Please could you tell me how to beat the end-of-game guardian in Rygar - I simply can't do it and keep on getting completely shagged.

Also, I recently got Black Manta and have similar problems on that. I hope you can help me.

Andrew Morgan, Dorset

JAZ: Use attack and assault, recover, and toot your flute

every now and then to get the guy chased. If you do badly, you can always break off the battle and hunt through the castle for more potions.

## NINJA AGAIN

Dear Jaz,  
I recently bought The Ninja. The problem is that I can't find all the scrolls, and keep going around and around the game. Pleaseeeeee tell me where the scrolls are.  
Elliot Wallis, High Wycombe, Bucks

JAZ: I've already done this, but I keep on getting letters about it, so I'll repeat it again. The first is on screen one - kill the ninja and it appears. The second is on screen four - shoot the dog statue five times. The next is on screen six in the first Samurai house by the moat on the left of the screen. Cross the bridge and shoot the corner of the house to the left of the bush and it appears. Next is on screen eight - go through the entryway to the open field, shoot the last bush towards the back of the well and, as it by magic, the scroll appears. On screen nine, crawl up the way staying on the right side, go past the rock holes and light the boss, but do not kill him. Leave him and go to the right of the screen (almost above the far right rock hole) and the scroll appears. Now kill the boss. On screen ten, walk along the middle of the stone grey walkway to the stairs onto another walkway. There are bushes on the right and bushes with grey statues on the left. Go to the last grey statue, punch it three times and disappear three times. A message appears and you move onto the maze round - complete this level and you finish the game.

## HELL'S BELLS WELFARE



## HOW MANY WORLDS?

Dear Jaz,  
I'd like to know exactly how many worlds there are on Super Mario 4. I've done 95 and can't seem to find any more.

Danny Stevens, London E15

JAZ: You've got one more to find - there are 96 in all. And I bet it takes you a-a-a-gas to find it.

## MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Eamond Road, Chiswick, London, W4 1JF. Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Hunslet Cott, Brunswood Road, Deapcut, Camberley, Surrey, GU16 8RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristol, 60 Plectrol Road, Erit, Kent, DA6 1NL. He's an expert on Ghosts 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghosts 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Iikston Road, Stepielford, Notts, NG9 5JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penstone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 0PE.

"I'm a mega, mega, mega cool dude" reckons Denny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meeth Close, St Marys Cray, Orpington, Kent, BR5 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghosts 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Elox Gweller

Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghosts 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchery Drive, Ralston, Paisley, Scotland, PA1 3BW.

## SEGA MEGAPLAYERS

The games that T Abou of 37 Blackwood Rd, Stretey, W Mids, B74 3PL is offering help on are Fantasy Zone I and II, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HD, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

Al Alex Kidd in Miracle World, Wonderboy II and III, Psycho Fox, Chase HQ, R-Type or Rampage are providing trouble, contact James Varlow, 75 Greenshaw Drive, Haxby, York, YO38 09.

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Road, Greavesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Enduro Racer, Vigilante, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HD, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

Carl Busby is a pretty gobo player. His specialised games are Alex Kidd and the Lost Stars, Altered Beast, Spy Vs Spy, Basketball Nightmare, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 293 Western Avenue, Acton, London, W3 DPP.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I II and III, Gollevius, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts, Cobblers, Chapel Road, Lower Southrepps, Norwich, Norfolk, NR1 1BW?

A Sega Master System Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL. He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Durlin and California Games. If you're stuck on any of those games, why not write to him?

Any one who needs help on Basketball Nightmare, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Hanson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8DY.

Calvin Holbrook of 3 Wilton Road, Shanklin, Isle of Wight, PO5 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World, Ghost House, Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles: Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Global Defence, write to Hassan Essid-Ude, 8 Caburn Road, Hove, East Sussex, BN3 6EF.

Another Megaplayer volunteer is James Smith, 28 Belcoran Road, Musselburgh, East Lothian, Scotland. He's a whizz on the following Sega games: Choplifter, Afterburner, Alex Kidd in High-Tech World, Rambo III, Double Dragon, Wonderboy, Bomber Raid and Kung-Fu Kidd.

## NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Hell, Xevrous, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Magaman, Balloon Fight, Rygar, Super Mario II, Exoticbike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowletts Hill, Rowletts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gredius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super tips and tips to anyone who writes to him concerning Bronco Commando, Blades of Steel, Bubble Bobble, Castlemania II, Simon's Quest, Double Dragon, Lee Trevino's Fighting Golf, Legend of Zelda, Megaman, Megaman II, Metal Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Tetris, Tiger Heli and Zelda II.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get ane. Okay?



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ENSMORE LTD. P. O. BOX 1183, BOURNEMOUTH, BH8 9YS

Data East have taken one of the most popular games of the early eighties, dusted it down and released a brand, spanning new version for the Nintendo! Yes indeed, after a seven year absence, Boulder Dash is back!

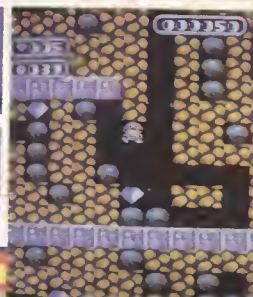
The game involves a tiny little miner called Rockford, who's on the look-out for jewels. Rockford likes jewels you see, and it's his life's ambition to have a suitably massive collection of such glittering crystalline items. To this end, he's decided to visit a number of mines across four remote worlds - all of them teeming with massive diamonds! The only problem is that each of these mines is a potential death trap, with plenty of boulders at the ready to crush the life out of poor old Rockford.

The action is displayed Dig Dug-style (remember that classic coin-op?), with Rockford travelling the four-way scrolling mines digging out earth to reach the jewels, looking out on the way for the evil sprites intent on depriving Rockford of one of his livers. The main problem comes in the form of the boulders. Dig some earth away from underneath the boulders and they'll fall. Rockford can rest boulders on his head, but if they drop a distance onto his unprotected scalp, it's curtains! Although Rockford can collect jewels, if these fall on his head, a similarly hideous death befalls him.

There's a time limit for each sub-level, and it's Rockford's objective to collect a certain amount of jewels and find the exit.



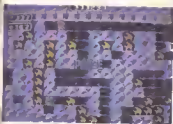
▲ Collecting the jewels is made difficult by enemy sprites.

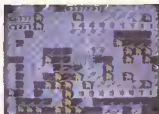


## MAPS OUT FOR THE LADS



Before the level begins proper, Rockford appears on a map screen, where can choose any particular sub-level he wants. The only condition is that Rockford completes all four of these smaller levels before he's transported to the next island. To make things easier, a password feature has been incorporated so you can by-pass the levels you've previously conquered.

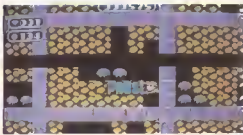




▲ Rockford's hanging tough.

◀ Entering the chambers of terror.

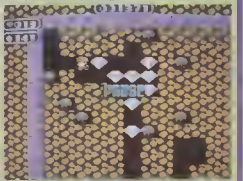
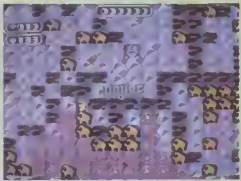
Out of danger... for the moment.



## FAUNA AND FUNGI

A lot of the time, the diamonds aren't just waiting to be collected - Rockford has to earn them. Sometimes, there aren't any jewels at all - and this is where the problems start. Fortunately, if the enemy sprites have

boulders dropped onto their heads they turn into a stack of jewels. Some levels are populated by a multiplying mass of fungi; lead the enemies into it and they're immediately turned into diamonds! Collect these, and run for the exit!



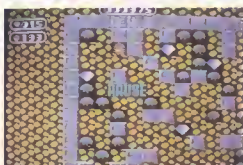
Watch out for the ever-hungry ► fungi!

◀ This chamber's full of booby traps.

## COMMENT

Boulderdash was one of my fave games on the C64, and it holds a similar place of honour in my Gameboy collection. Now,

Intendo have seen fit to release a new, improved version on the NES and it's completely skilful! Boulderdash was never a game to impress graphically, but Data East have spruced up the original game with more variety in the backdrops and better sprites. Combine this with the classic playability (thankfully, Data East have left this largely the same) of the older 8-bit erelone and we've got an extremely impressive. Boulderdash is a trip down Memory Lane for me, mainly because the mope are identical to the C64 original - and all the old tactics work too! Well, a great game that should have you digging for ages to come.



Here's level 1-3! ►



# REVIEW

## ROCKFORD'S TECHNICOLLOUR DREAMCOAT

He may not sing like Jason Donovan (I thank God!), but Rockford's mining overalls have the amazing ability to change colour at your command whenever you visit the map screen. So it's possible to colour co-ordinate Rockford with the scenery!



▲ Squash the sprites for extra jewels!



▲ Rockford looks for jewels!

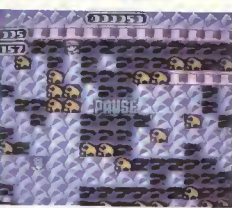
### COMMENT

It might be over six years old, but Boulderdash is still as fresh as ever. Data East have improved the graphics and added a neat front end, but have retained the same maps and gameplay that made the C64 version one of the classic games of all time. It's massively addictive, calling on arcade skills and fiendish puzzle-solving in a way that draws you totally into the game. You shout with frustration as a wrong move results in Rockford being buried under a pile of boulders, then yell victoriously when you work out how to get those last few diamonds and finish the screen! Boulderdash is one of the greatest games ever written - if you want a summer of glorious play, treat yourself to a copy as soon as possible.

### JULIAN

made the C64 version one of the classic games of all time. It's massively addictive, calling on arcade skills and fiendish puzzle-solving in a way that draws you totally into the game. You shout with frustration as a wrong move results in Rockford being buried under a pile of boulders, then yell victoriously when you work out how to get those last few diamonds and finish the screen! Boulderdash is one of the greatest games ever written - if you want a summer of glorious play, treat yourself to a copy as soon as possible.

▲ Level 1-1 isn't very dangerous.



▲ A pensive moment for Rockford.

## BOULDER DASH

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MADE IN JAPAN

BY: DATA EAST

PRICE: £34.95

RELEASE DATE: DATA EAST

GAME DIFFICULTY: 34.95

LIVES: 4

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: FAST



PRESENTATION 90%

Lively presentation screens, and polished action

GRAPHICS 75%

Pretty simple, but there's loads of different graphical styles crammed in and some nice sprites

SOUND 78%

Jolly tunes and effects that serve to enhance the atmosphere

PLAYABILITY 93%

The classic jewel-collecting boulder-dodging action makes it to the NES in style

LASTABILITY 92%

Plenty of levels for Rockford to conquer, and very enjoyable they are too!

OVERALL 92%

One of the most original, classic games ever makes it to the NES. Check it out!

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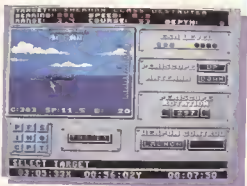


## REVIEW

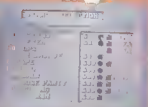
Spying's a funny old game, and when it comes to sticking your nose into other people's under-sea business, there's nothing like a good sub to get the job done. The Russians seem to subscribe to this point of view, because all intelligence points to a number of ALFA-class Soviet subs infiltrating friendly waters.

Enter the American 688 Attack Sub, one of the most fearsome US subs ever to roam the oceans. These fine submarines are just the ticket for patrolling friendly waters, escorting any foreign sea-larers 'who just happen to get lost' out of restricted areas. The 688 also has a lethal line-up of powerful torpedoes at the ready should any situation turn nasty.

This in-depth simulation enables players to take control of either the eponymous 688 or the Russian ALFA across a number of missions ranging from a simple training exercise to all-out sub-aqua war!



A sub in perfect working order. Watch out for a breach in the hull - this means your end is nigh!



The list of missions available in 688 Attack Sub. Pretty cryptic titles eh?



**JULIAN**

ambark on a mission and sinking enemy boats (not friendly ones like I did). It becomes very enjoyable, if you're looking for an unusual and engrossing game with plenty of lasting appeal, have a look at this.

## IT'S MECHANICAL, IT'S BIOLOGICAL

Your sub is only equipped with a small amount of torpedoes and warheads, so firing off missiles any old how isn't good enough. You could hit a friendly vessel, or a biological target (probably a whale). When a blip appears on your sonar, the best thing to do is to hop across to the radio room where a computer study of your target can find out exactly what it is. Alternatively you could use your periscope and your own eyes to check out the situation - should your target reside on the surface.



Sonar room. Target (N) is a whale. Analyse them for a positive ID.



## COMMUNICATIONS

This cool guy takes care of communications. Check in with HQ at the beginning of your mission providing you with your orders. Simply by raising your antennae these orders can be reviewed at any time during the game.



## DAMAGE CONTROL

This area of the control deck is used to check on the damage your sub has sustained during the mission.



## COMMENT

Usually, games like 688 Attack Sub aren't my cup o' tea, with far too much fiddling around and not enough large explosions and gratuitous violence for my liking. But this one has a gripping atmosphere which draws you into the action and keeps you playing. It's quite tricky to get to grips with, and the instruction manual has to be read properly, but once you

## PERISCOPE



This impressive periscope is used to check out the area immediately around the sub. If you're too deep to use the 'scope, you're automatically given a sonar view of the sea bed.



# BOOK SUB



## SELECT TARGET! TARGET ACQUIRED!



## WEAPONS CONTROL

The torpedo control area! Here, the 688's tubes are loaded up with various missiles, but be careful because missiles are in short supply.

## SONAR

This door leads to the radio room. Here, all the sophisticated sonar tracking equipment is housed ready for use. Unidentified sonar blips can even be analysed by the sonar computer for identification!

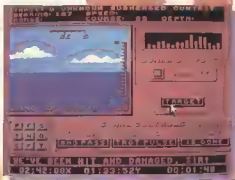
## MEGADRIVE REVIEW



Oh dear. You've kicked the bucket, and the Navy send your family a postcard. Perhaps a few medals might have gone down well...

## MAP ROOM

The main maps area is used for setting up way-points and checking out targets' movements. There's also a time compression option here, which when enabled, takes all of the tedium out of a long journey.



It's a hit! The control room is bathed in a red light as the sub goes on full alert!



The first mission briefing, as received in the Communications Room.



A periscope view of the surroundings. The sub's surrounded by destroyers, but don't worry - they're the good guys!

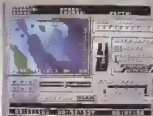
## GIVEN ALFA CHANCE

Make sure you've got your English-Russian dictionary at hand when you select the Russian ALFA sub because all of the controls are labeled in Russian! This means that getting used to this somewhat old-fashioned sub is made all the more difficult. What makes the situation even more bizarre is the fact that you still receive your orders in English...



## MAPS AHOY!

Most of the individual sub screens show the same sonar map of the play area. A quick press of the C button brings up more details on the sonar screen, whilst many options exist to zoom in or out of the map screen or alter the sonar picture. This is the place to lock-on to any target before letting loose



The sonar room of the ALFA-class Russian submarine. Note the Russian labels for each control.

## COMMENT

NES Silent Service proved that simulations can be brought to the consoles very easily, and I'm glad to say that 688 Attack Sub only adds weight to the argument. This sort of game would require lots of toys on a home computer, but the console version's control method is surprisingly quick and easy to use. The graphics are okay, but not really special in any way - like the sound. The speech seems pretty pointless (it doesn't even sound human, in fact it wouldn't sound out of place on my new Kraftwerk CD!), but what really annoys me is the Russian text when you choose the soviet sub - it's incredibly pointless and really lets the game down. As aims go, 688 is quite tense and atmospheric, and there's a good challenge in there as well - I found that completing even the first real mission was quite difficult. If you're after something different and longer-lasting for your Megadrive, 688 Attack Sub is a must.



## RICH



Mission completed! The Admiral passes on his regards to your fine crew for completing the mission so well. But things get tougher by the next mission...

## 688 ATTACK SUB



PRESS START BUTTON TO BEGIN MISSION SELECTION

BY: SEGA

PRICE: £39.99

RELEASE DATE: TBA

GAME DIFFICULTY: TOUGH

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 2

RESPONSIVENESS: DECENT



## PRESENTATION 61%

Pretty sparse in the way of presentation screens, and the inclusion of foreign text when playing the Russian sub is a real pain.

## GRAPHICS 81%

Nothing special, but the functional screens serve their purpose quite well.

## SOUND 79%

Robot-like sampled speech and sparse effects. No music at all.

## PLAYABILITY 86%

After a while controlling the sub is second nature and there's good fun to be had blowing away enemy ships and subs.

## LASTABILITY 85%

Plenty of tough and challenging missions to complete, with two difficulty levels and a choice of subs as well.

## OVERALL 84%

A decent enough simulation, but lacking slightly in the thrill stakes to really hit the mark.

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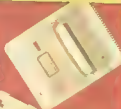
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# RATING SYSTEM

Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

**GAME DIFFICULTY:** This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

**LIVES:** Tells you how many times you can die and still return from the grave.

**CONTINUES:** Tells you how often you can reenter from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

**SKILL LEVELS:** Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

**RESPONSIVENESS:** Is it humerly possible to avoid that meleni's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

**PRESENTATION:** This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

**GRAPHICS:** This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

**SOUND:** The difference between a booming, catchy intro tune and a few weak beeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

**PLAYABILITY:** Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

**LASTABILITY:** You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

**OVERALL:** This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

**PLAYERS:** Simply tells you how many players can play the game - either simultaneously, or one after the other.

# GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:



SHOOT 'EM UP



PLATFORM



BEAT 'EM UP



DRIVING



SPORTS



ADVENTURE



SIMULATION



PUZZLE



ARCADE



# MARKS

90+ A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.

80-90 A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79 A pretty good game which should still appeal to fans of the genre.

45-64 An average game - might disappoint some fans.

30-44 Below average. Very few players will get much entertainment.

11-29 A very poor game indeed which will only be played a few times before being shelved.

1-4 An utterly ghastly travesty which should be avoided at all costs.

# AWARDS

**MEGAGAME**  
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And it the game is for your machine, you better start saving for it now!



**CLASSIC**  
This is given to a golden oldie that MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.



## FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:



SEGA



NINTENDO



MEGA DRIVE



GX4000



GAMEBOY



FAMICOM

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CENTURION  
DEFENDING OF ROME

16BIT



CENTURION



FAERY TALE



MIGHT & MAGIC



BLOCKOUT



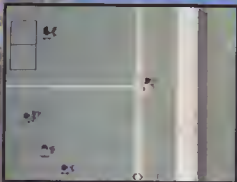
KING'S BOUNTY

ELECTRONIC ARTS™

Distributed by: Virgin Mastertronic 16 Portland Road London W11 4LA (071) 727-8070

## PREVIEW

SEGA



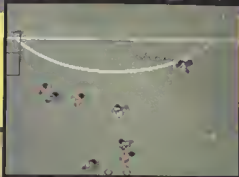
▲ Throw-ins haven't been left out of the gameplay.

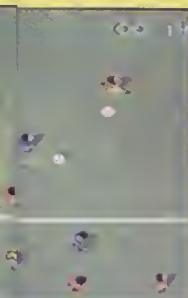


**K**ick Off 2 needs no introduction to ST and Amiga owners - it's simply the most amazing football simulation in existence! Featuring super-realistic ball movement, mega-fast scrolling and amazing addictive qualities, Kick Off 2 is one of the best-selling 16-bit games ever. Now, US Gold are about to produce Super Kick Off, a conversion of Kick Off 2 for the Sega Master System!

The action in Super Kick Off takes place on an eight-way scrolling football pitch, with the goals at each vertical end of the playfield. Each player has 'artificial intelligence' that ensures that your players actually play like a team. For example, if you're near the opposition's goal, your players should place themselves in the best potentially goal-scoring position!

US Gold hope to capture every aspect of the 16-bit wonder game, from the avalanche of options to the last detail of the game dynamics. As you can see from the screen shots, the Sega version is graphically very similar, but as players of the 16-bit game know, it's the playability that makes Kick Off 2 so great. We'll be giving you the full rundown when we review the game this Autumn...





## HOW DO YOU LIKE IT?

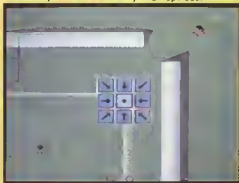
There are plenty of different options ranging from the length of each half to the speed of the simulation and the option of one or two-player action. A whole host of different match-types are available including a series of league fixtures, international matches, practice matches and even friendlies!

[illegible]

▲ OOFF! Fout! Come on, ref! Send 'em off!

## SUPER FAMICOM KICK OFF

As exclusively revealed a few months back in **MEAN MACHINES**, a Super Famicom version of Kick Off is currently being programmed in Japan. Entitled Pro Soccer (there's already a game called Kick Off over there, see) it promises to be completely brilliant! It's being put together by Imagineer, the programming house responsible for Sim City and Populous!



**▲ Name your team and decide the match strategy.**

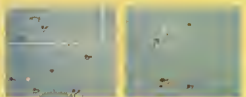
## LIFE'S A PITCH

Just like the X-miga version, there are four different pitches in Super Kick Off. These are normal, plastic soggy and wet. Although there was no graphical difference between the pitches in our pre-production cartridge, the effect is definitely felt when you're kicking the ball around. For example, the ball doesn't bounce that much at all on a soggy pitch. To make shots that hit harder, the wind level can also be changed from a pleasant breeze to a mighty hurricane - guaranteed to send the ball wild off course!



## THE SECRET OF KICK OFF

The secret ingredient of Kick Off was the amazingly realistic ball control. Previous soccer games on all systems (even the arcade games) had very unrealistic ball action - in fact, the ball itself stuck to the player's foot, taking all of the skill out of controlling the ball. There's no such cop-out in Kick Off. Even dribbling the ball is a test of skill!



▲ Shoot! Aw! Yer a great, wet lettuce.



**BY: US GOLD**

**PRICE: £TBA**

RELEASE DATE: TBA

**GAME DIFFICULTY: MEDIUM**

LIVES: 1

CONTINUES: 0

**SKILL LEVELS: 5**

**RESPONSIVENESS: GOOD**



# YO!

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ELSPA

THE  
EUROPEAN  
COMPUTER  
ENTERTAINMENT  
SHOW  
1991

PRESENTATION 100%

Excellent. Superb graphics so much to do  
and see.

SOUND 100%

Loud, furious and fun!

PLAYABILITY 100%

Play all your favourites plus all the latest  
games and equipment. Enter the  
competitions and challenges - prove  
you're the best.

EXPERIENCE 100%

Sold out last year - don't miss it this time.

LASTABILITY 100%

From am to pm for 3 days, you'll need  
stamina to complete the whole show -  
have you got what it takes?

VALUE 100%

You won't have more fun for your money!

OVERALL 101%

Highly recommended. You can't beat it!



LAW!

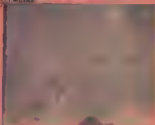


In this Gameboy conversion of the decent Sean Connery movie, the player takes control of the Red October sub itself in all-out bid to escape to the West from the clutches of the Russian navy. Obviously, the Russians are more than a tad anxious to get their hi-tech sub back and have dispatched their greatest naval heroes to bring the Red October back to port. But the US don't have any idea of the Red October's good intentions of defection and they're out to blow the sub to smithereens too!

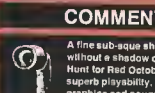
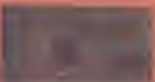
The action is displayed on an eight-way scrolling sub-aqua environment, where the Red October is set upon by naval forces using all sorts of depth charges and guided missiles. The objective is to travel to the end of the level, scooping up extra missiles on the way. An end-of-level guardian arrives to dish out extra aggro, but once he's out of the way, the sub-aqua carnage continues on a new level.

# THE HUNT FOR RED OCTOBER

Your submarine is equipped with two types of missile. The first just fires straight in front of the submersible, whilst the second type of missile is laser-guided. The Red October also has a special cloaking device activated with the SELECT button. But beware, for the device only has a certain number of charges, and the supply is very low indeed.



The Red October submersible



**RICH**

## COMMENT

A fine sub-aqua shoot 'em up without a shadow of a doubt! The Hunt for Red October features superb playability, excellent graphics and sound. It's simply a brilliant blast that more than deserves a place in your collection!

Price £5.99 - name of the game and the name of the imported Gameboy cartridge.

## COMMENT



**JULIAN**

Requiring pin-sharp arcade skills, The Hunt for Red October is a challenging, action-packed shoot 'em up with neat graphics, great tunes and loads of explosions. If you're after a thoroughly enjoyable and very addictive hand-held blast, this is the one to get.

**NINTENDO £19.99**

RATINGS	
PRESENTATION	88%
GRAPHICS	87%
SOUND	88%
PLAYABILITY	92%
LASTABILITY	89%
OVERALL	90%



SEGA

MEGA DRIVE

# FANTASIA



**Mickey's back!** In an all new adventure inspired by the Walt Disney classic film *Fantasia*, As the Sorcerer's Apprentice Mickey must find out who has stolen the Sorcerer's music and recover the lost notes so the music can play again. In this sequel to 'Castle of Illusion' Mickey has a few more tricks up his sleeve, flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer! *Fantasia* Utilizes the colour capabilities of the Mega Drive to the max - wonderful graphics, superb animation and fantastic musical score -

**Twenty awesome levels, you'll never look back!**

# SEGA



# SHADOW GATE

The evil Warlock Lord is up to no good again, and only you can stop him! Or, at least that's the story the good Wizard Lakmir has told you. Lakmir used to be one of the most powerful wizards in the land, but one of their number spent many hours studying the Black Arts and one day found himself a magically superior, psychotic, deranged magician. The forces of evil had claimed him for their own.

Lakmir's oiled on the worried side. The evil one has haled himself up to castle Shadowgate, working out some evil plan for universal domination. Mystical disturbances that only a wizard can understand lead Lakmir to believe that the Warlock Lord is attempting to raise the dreaded Alan-like Behemoth (look that up in the dictionary) from the satanic abyss. As you can probably gather, such an evil combination would spell an end to the civilized world.

Wizard he may be, but Lakmir is comparatively powerless against the likes of the Warlock Lord. This is where you come in, for legend tells of a brave knight descended from the kings who was sent out the Warlock Lord as punishment to his regime. Before he's left up to you then, but Lakmir is... for your permission. One wave of his magic... and you're standing in front of the gate.



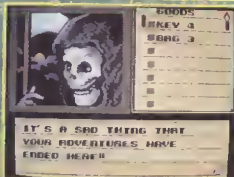
## COMMENT



### RICH

Yaa, I can see that. Opening a skull. I don't think so, aomahow. The graphics and sound are pretty dull too - in fact some of the music is hopelessly out of tune! Also, the amount of times the player kicks the bucket in a sudden death situation makes frustration set in almost immediately. Daring adventure buffs may get some satisfaction out of this product, but after a few minutes of play, and about aevanteen different kinds of gross and hideous deaths I didn't want to touch the cart again.

## SUDDEN DEATH PLAY-OFF



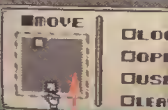
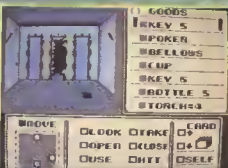
▲ Death lurks around every corner in this game. Will you freeze to death?

The window shows the graphical representation of your location. Clicking on specific exits and items gives you a description at the bottom of the screen.

So you get into every trick in the book to send the player off to an early death! One of the deadliest must be the look-out-point of the balcony of castle Shadowgate. Look at it, touch it, or even breathe on it and the whole balcony drops off, sending the player to oblivion! There are also a staple diet of ghouls, trolls (and a goodly number of the lab) ready to send you off to Hades if you make just one false move! Playing this, huh? In fact, every single room seems to be able to butcher you in some bizarre fashion, as an example, don't TAKE the book in the library if you mean to OPEN it, because...

## A TORCH IN THE HAND

As the game progresses, the player is rewarded with mystical magical spells which seem handy when faced with some of the puzzles in the game. At one point, progress is halted by a very tedious roll-type. Worried though for one obscure use of the HUMANA makes the player invisible, and the quest is over properly.



The main window shows all of the exits in your present location. Simply click on MOVE and choose an exit. A description of the exit is also available.

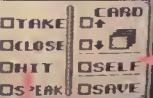
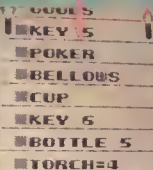


▲ Oh dear, looks like you've bought the farm (again!).



▲ Watch out for the gargoyle - they'll kill you in a minute!

The guide window shows which items you are carrying. Manipulating your items is achieved by using the command window in conjunction with this.



The command window is used when interacting with the game. You click on a command and then an object (which can be either in the graphics or the items window) and you're away!



**JULIAN**

Another very irritating factor is that during the game there's never any warning of impending death - you're just dumped out of the game in seconds if you make one wrong move. And since it's very easy to make a simple mistake and die, you have to keep saving the game every ten seconds, which gets very tedious. Even the biggest adventure fans will find this a frustrating bore.

## THIS SPELLS TROUBLE



ALTHOUGH HE LOOKS DEAD ENOUGH, THIS ROYAL SKELETON SENDS SHIVERS DOWN YOUR SPINE!!

Using the torches is the key to staying alive, once you're inside the walls of castle Shadowgate, because shining your torches will snuff out "you suddenly lose your torches! You die! You face first on the floor!" and that "you don't" even have the chance to make a last wish. You see?

The inventory window enables you to cycle through the items window, looking through the masses of items you own. SELECT enables you to do things with yourself (like look at yourself), whilst SAVE enables you to save your game in one of three battery-backed positions!



**BY: KEMCO**

**PRICE: £34.95**

RELEASE DATE: SEPTEMBER  
GAME DIFFICULTY: DIFFICULT  
LIVES: 3

CONTINUES: INFINITE  
SKILL LEVELS: 1

RESPONSIVENESS: SLUGGISH



**PRESENTATION 48%**

Pretty boring title sequence - and that's it!

**GRAPHICS 49%**

The relatively small graphics window is okay, but the visuals don't stretch the graphical abilities of the machine one jot.

**SOUND 31%**

Some pretty grotesque, out-of-tune music that will have you reaching for the volume knob within nano-seconds.

**PLAYABILITY 29%**

Sluggish control, methodical logic puzzle solutions and plenty of instant death situations make this incredibly frustrating.

**USABILITY 37%**

Using cursors to explore an endless maze of puzzles to solve if you're reaching for perseverance, which is very doubtful considering the frustration level!

**OVERALL 26%**

A hideous attempt at producing an NES adventure that grossly offends rather than entertains.



# SNOW

JNR

In this Gameboy conversion of the NES platform coin op, the player is cast as a petite snowman, out to deal frozen water-related death to a number of evil beings who have invaded his platform domain.

The action is displayed in a very similar style to Taito's Bubble Bobble. The Snow Brother (in the arcade version, simultaneous two-player action was the order of the day but only one player is available in this version) takes to the platform environment with his aim being to dispose of all of the villains on the screen.

This is achieved by throwing snowballs at them until they change into a large snowball. This can then be rolled to the bottom of the screen, taking out any sprites who get in the way. Once all of the bad guys have been dealt with, the Snow Brother is automatically teleported to the next screen where the carnage continues.

## IT'S SNOW JOKE

At the end of every ten levels, a massive guardian is lying in wait to do away with the defenceless Snow Brother. These ginormous bosses can be disposed of by chucking snow at them. The boss responds by throwing tiny sprites at you. Snow these up and roll them at the boss for the best effect!

▲ Mr Snow Brother chucks some snow at an evil enemy!

## COMMENT



The only problem this game has is that it's too easy. The graphics are spot-on, the sound is great and the gameplay is highly addictive... for a while. Sadly, the challenge is lacking, and it only takes a few games before you finish it.

**JULIAN**

## COMMENT



Snow Bros Jr is an entertaining platform game successfully captures the action of the arcade original. The graphics and sound are also pretty close, but the gameplay suffers in that it's far too easy. Fans of the arcade should have a look. Others should leave this alone.

**RICH**

NINTENDO £19.99

RATINGS	
PRESENTATION	80%
GRAPHICS	80%
SOUND	77%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	79%



Thanks to Console Concepts of Stoke for supplying us with this imported Gameboy cartridge.

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MEAN MACHINES



Let's face it: that brown... because you're going... ing e...  
...larly in the trouser region. The m...  
...enters from outer space have landed and...  
...y eating humans, stealing email available to...  
...people's underwear, and generally causing a bit of a...  
...ard line. Towns all over the USA have suddenly...  
...ecome infested by some of the most gruesome...  
...ree ever and only a hero armed to the teeth with...  
...destruction-bringing artillery can give them a...  
...ght... kick up the backside and save the world!

There are three distinct sections to *Alien Storm*...  
...the boxes below), but in all of them the aim is...  
...simple. Standing between you and the end of the level...  
...are a whole host of creepy ghoulies and your aim...  
...to kick alien butt (although the use of high-power lasers...  
...is probably going to be a tad more effective).

There are eight levels of alien-busting antics, with...  
...the final showdown taking place in the aliens' UFO...  
...sight! Annihilate the mean alien boss and it's game...  
...over. If they blow you up, it's game over. The...  
...the Earth... never... again.



## GORDON



**PROFILE:** Gordon is a moron - or is he? Armed to the teeth with a powerful laser and close-range plasma cannon, he's one mean dude. He's also a bit of an athlete, capable of massive somersaults and shoulder charges.



**SPECIAL WEAPON:** Depending on energy reserves, Gordon is capable of summoning a massive battle cruiser, which striles the landscape.



▲ Scooter gets the boot in!

## RUN DMC

Every three levels or so, the good guys take a quick run through an enemy sector, using their long-range lasers to blast some aliens. Later sections see cunning booby traps being left by those devious scum - use the heroes' jumping abilities here!





## SERF, FIGHTER OR HERO?



At the end of the game, players are given a rating according to their performance during the game. If you're a pretty good player, FIGHTER is a common enough rating. But if you're completely spazzy, you're expected to be classed as peasant-like SERF - the ultimate embarrassment!

Every level has a special building that contains humans trapped by the alien menace. Here, the action changes into a 3D Op Wolf-style affair, with the good guys blasting the aliens and completely destroying the scenery!

Watch out for special items here, as they can help restore lost life force (shoot the machines) or increase your special weapon energy bar (look for the yellow capsules).



## COMMENT

Alien Storm is a fantastic blast that's virtually arcade perfect! The graphics are spot-on with a whole host of brilliant aliens and decant backdrops. The action is mega-fast, very smooth and highly addictive. You'll be at this until you've completed it... which, erm, isn't very long I'm afraid. Yes, it's sad but oh-so-true: completing Alien Storm is about as difficult as putting on a pair of trousers!

## RICH

Virtually everyone in the office completed the game within half an hour of its arrival - it's that simple. It's a real shame that the extra difficulty levels don't really add that much of a challenge to the game. For £35.00, you should get a lot more value for money, and in this respect Alien Storm just doesn't deliver. Fans of the coin-op will doubtless enjoy this (though they'll probably complete it even quicker than Storm novices), but otherwise I find it hard to recommend this game.

▲ One big mutha!

## THE DUEL

Just like the Megadrive version of Golden Axe, extra options have been crammed into Alien Storm. One of these is the duel option, which is a single screen romp where players can face off against each other - in a fight to the death! Also available is the option to fight all of the aliens in sequence.



## KALRA



**PROFILE:** Kalra's an ethereal girlie per excellence, who likes carrying a massive flame thrower around for torching any nasty xenomorphs she might stumble across. Kalra's also good at gymnastics, which comes in handy when it comes to pulling off some acrobatics and the like.



**SPECIAL WEAPON:** Kalra enjoys summoning ginormous Inter-Continental Ballistic Missiles (ICBMs) to do away with those grotesque aliens.



# REVIEW

## SIDE-ON SCROLLY ACTION



Most of the game is portrayed in side-on horizontal scroll-o-vision, with our heroes laying into the alien baddies Golden Axe-style. The weapons are short-range so players have to get quite close to the baddies before letting rip with their artillery. Watch out for aliens hiding in the buildings, waiting to leap out on an unsuspecting hero!



## SCOOTER

**PROFILE** He might share his name with one of the Muppets, but beware! Scooter's actually a Terminator-like battle droid armed from head to toe with lasers and blasters. Scooter's also capable of flying much the same distance as Gordon and Kalra can somersault.



One press of the A button and Scooter suddenly explodes, taking out any aliens nearby. There's always a reserve droid waiting in the wings to carry on the alien-annihilating task.

## COMMENT



Alien Storm features stunning graphics that mimic their horrifically grisly arcade counterparts perfectly. Some of the sprite animation is

**JULIAN** really fantastic, and there are plenty of gruesome touches - one alien has green arms inside its mouth which reach out and grab you; another farts noxious gases, one irritating type spits goo from mouths in its chest, there's a mutant kangaroo which sprouts disgusting proboscis from its pouch, a giant alligator which opens its mouth enormously wide and leaps across at you, and there's also a horrible... ar... thing which grabs you, turns you upside down and drops you on your head! The music is also fantastic, with plenty of rockin' tunes and brilliant sound effects. "So the game is great, then?" I hear you cry. Well, I'm afraid it's not - nowhere near. What Alien Storm completely lacks is something totally vital. It's called challenge. I finished it on my first go - without using any of the six credits I gave myself!



## JAP AND UK DIFFERENCES THE DUEL

Believe it or not, the official version of Alien Storm is quite different to the import Japanese version. For starters, the official version is even easier than the imported version in that more continues are supplied (seven as opposed to three). Also the Duel option only allows single-player combat.



BY: SEGA

PRICE: £34.95

RELEASE DATE: NOW

GAME DIFFICULTY: VERY EASY

LIVES: 1

CONTINUES: 1-7

SKILL LEVELS: 3

RESPONSIVENESS: SUPER

1-2  
PLAYERS



## PRESENTATION 93%

Loads of options and nice presentation screens make this a very attractive game.

## GRAPHICS 95%

Excellent and varied sprites, combined with very detailed and well-coloured sprites.

## SOUND 89%

Decent tunes and brilliant blatin' effects cause a stunning aural cacophony!

## PLAYABILITY 90%

Blasting those xenomorphs is mega-enjoyable and very satisfying from the word go...

## LASTABILITY 53%

but the eight levels won't keep you occupied for very long at all.

## OVERALL 71%

A very enjoyable, almost perfect conversion, completely ruined by the fact that it's incredibly easy to finish.

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# TOP 10 CHARTS

# ALL FORMATS

MEAN MACHINES 74



## MEGADRIIVE

- 1 **NE** SHADOW DANCER
- 2 **▼** AFTERBURNER II
- 3 **▼** PGA TOUR GOLF
- 4 **◀** JM'S FOOTBALL
- 5 **▼** MICKEY MOUSE
- 6 **NE** CRACKDOWN
- 7 **▲** ARROW FLASH
- 8 **◀** GOLDEN AXE
- 9 **▲** JAMES POND
- 10 **▼** SUPER MONACO GP

### MEGADRIIVE

You Megadrive owners are obviously starved of new games to buy, as shown by the dominance of Shadow Dancer on the new chart! PGA Tour Golf continues to hold its own and Crackdown is a welcome new entry. John Madden Football stays at number four for another month, whilst Super Monaco GP clings on at number ten!



▲ Shadow Dancer storms straight to the top!



▲ James Pond lingers on for another month!



▲ PGA Tour Golf: number one next month?



## GAMEBOY

- 1 **◀** SUPER MARIOLAND
- 2 **◀** DOUBLE DRAGON
- 3 **▲** GARGOYLES QUEST
- 4 **▼** SPIDERMAN
- 5 **NE** REVENGE / GATOR

### GAMEBOY

The ageing Mario classic remains the top slot, with the groovy Double Dragon clinging on to the number two position. Spidzy's alighting to number four, with Ravenga of the Gator arriving at number five - expect great things from that one!





# NINTENDO

- 1 ▲ NINTENDO CUP
- 2 ◀ SUPER MARIO II
- 3 ▼ GREMLINS II
- 4 ▼ MEGAMAN II
- 5 ▲ WORLD WRESTLING
- 6 NE GAUNTLET II
- 7 ▼ SNAKE R N R
- 8 ▲ DUCK TALES
- 9 ▲ SUPER OFFROAD
- 10 RE TRACK AND FIELD 2

## NINTENDO

The awful Nintendo World Cup takes the top slot, taking out the infinitely more deserving Gramline II - what's going on? Super Mario II remains at number two, and Mega Man II slips another place to number four! The quality Track and Field II arrives back into the top ten.



▲ Snake, Rattle and Roll: still selling like hot!!

## GAUNTLET II



▲ Gremlins II loses two places!

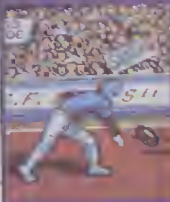


# SEGA

- 1 ◀ MICKEY MOUSE
- 2 ◀ HW BOXING
- 3 ▲ IMPOSS MISSION
- 4 ◀ DICK TRACY
- 5 ▲ JOE MONTANA
- 6 ▼ INDIANA JONES
- ◀ CYBER SHINOBI
- 8 ◀ GOLDEN AXE
- 9 ▲ WORLD SOCCER
- 10 ▼ NINJA

## SEGA

The brilliant Mickey Mouse stays at the top slot yet again, and deservedly so. Heavy Weight Championship Boxing is still providing the pressure at number two, while the last two games in the chart swap positions! Golden Axe stays firm at number eight - but how much longer will it last?



▲ Joe Montana's still selling well.



▲ Mickey's still hogging the top slot.



## REVIEW

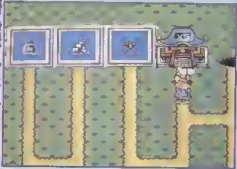
In Japan, the Inari Daimyōjin (a fox deity) is worshipped to promote a good harvest. How smelly creatures that hang around people's dustbins can manage this isn't explained, but apparently groups of foxes hold supernatural powers and act as special priests in the ceremony.

Unfortunately, one fox, named Madlox Daimyōjin used these special powers in honour of all things evil and twisted. He took over a country and populated with foul creatures that willingly do his bidding. Enter Psycho Fox, a young fox sporting for a fight! Madlox's antics are the perfect excuse for him to travel to the occupied country and kick some Madlox ass - as befits someone with a psychotic disposition.

Psycho Fox's mission is simple. Travel through the seven zones (each with three sub-zones) kicking out Madlox's minions and generally causing a bit of agro for the twisted fox-like one.

## BETS AND BONUSES

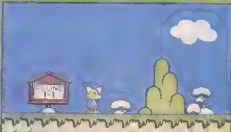
After each round has been beaten, Psycho Fox is transported to a bonus sub-game. Put a stake up and choose a route for the fox to take. He'll follow it to one of the endings. Most of the endings supply small bonuses, whilst one kills him off. The best bet is to try to reach the palace. Many extra lives and points are awarded here, depending on your bet.



## PSYCHO FOX



▲ Psycho Fox in his gorilla guise!



## THE LAST STRAW

Collect and use a straw effigy, and the screen suddenly shakes as beams of energy flow through the landscape. In other words, this is a smart bomb that annihilates all meemies on-screen!

## TRANSMUTE!

Collect a special Psycho Stick and the fox-like one can transmute into three other life-forms. Each of these have different capabilities.



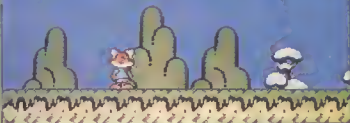
## TIGER

The tiger's the tops at high-speed running and long jumping. It's just a shame his other attributes aren't quite as strong.





▲ Psycho faces up to the first boss!



▲ With the aid of the Bird-Fly, Psycho clears the screen of baddies!



## MONKEY

Change into the monkey if you fancy a spot of high-jumping action. Unfortunately, all of his other capabilities aren't quite as strong as the fox's.

## FOX

The fox is average at just about everything, including jumping, punching and running.



## HIPPO

The hippo is slow and cumbersome which isn't very helpful for jumping or running, but his huge muscles enable him to punch down walls!



## COMMENT

Although Mickey Mouse is more playable, Psycho Fox offers far more of a challenge as well as a bigger landscape to explore. There are also loads of Mario-style secrets to find, and this adds to the replayability immensely. I did find the gameplay a tad frustrating at times as the fox takes ages to slow down so you can run straight into an enemy sprite even though your reactions are good enough to spot the danger. For a Sega game, the graphics are pretty good with well-animated sprites and varied backdrops. But it's the gameplay and lastability that count, and with loads of levels and a stiff challenge on offer, you'll be at Psycho Fox for ages. It's a classic game that all Sega owners should have in their collection.



## RICH



# REVIEW

## TURBO HAT ADVENTURES



Megadrive owners who like the looks of Psycho Fox should seriously consider adding Magical Flying Hat Turbo Adventure to their cart collection. The gameplay is almost exactly the same as Sega Psycho Fox but the graphics and sound are superior and there's just as much fun to be had exploring the many platform levels. It's a must for platform fanatics.



## SUPA-SHIELD!

Collect a potion and select it on the pause screen, and Psycho Fox is invulnerable for about thirty seconds. Use the time wisely!



## COMMENT

porting a weird storyline and even weirder graphics, Psycho Fox is a weird game, but it's challenging, playable and addictive.

**JULIAN** The way the screens are laid out is excellent, with loads of areas to explore and discover - I found myself going back to it time and time again to see whether I missed anything. There are also warps, as well as other secret features to discover, giving the game plenty of feeling appeal. Psycho Fox is easily one of the best platform games available on the Megadrive System, and is a vital addition to any self-respecting player's collection.



▲ Psycho and Bird-Fly kick out!



▲ Using Mr Hippo's list, well, crumbs and secret rooms are revealed!

## PSYCHO SIDE-KICK

Hidden in one of the many eggs dotted around the landscape Psycho Fox finds his trusty side-kick, the Bird-Fly (so called because he's a bird who flies). He can throw in the direction of nashes to send them off to their doom. When the job is done, he returns to Psycho Fox.



psycho

MAGICAL FLYING HAT ADVENTURE



BY: SEGA

PRICE: £29.99

RELEASE DATE: NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: SMOOTH



PRESENTATION 75%

Simple presentation screens and that's about it

GRAPHICS 82%

Simple, but well-animated sprites and decent backdrops

SOUND 59%

Fairly weedy tunes and repetitive effects

PLAYABILITY 92%

Excellent platform-based action that has you glued to the Sega

LASTABILITY 92%

Twenty one levels to conquer, but there's still plenty of hidden warps to find once you've completed the game

OVERALL 90%

One of THE classic Sega platform games and well worth the money!

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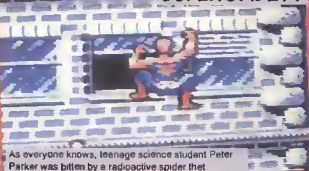


# REVIEW

POCKET NUKE

# SPIDER-MAN VS. THE KINGPIN

## SUPER SPIDEY POWERS



As everyone knows, teenage science student Peter Parker was bitten by a radioactive spider that mysteriously endowed him with super-human strength, wall-crawling abilities and a special 'spider sense' that enables him to detect danger! Being a bit of a science buff he also devised his own web-shooters, ideal for swinging across city streets and webbing up dangerous foes. All of these powers are available to Spidey in the Master System game - his spider sense even tingles with the approach of the end-of-level guardian.



## THE KEY TO SUCCESS

Five keys are needed by Spider-Man to disarm the Kingpin's bomb and each end-of-level guardian hides the own key. However, once captured, these guys aren't about to blab about the location of their key. Often, Spidey's forced to search the landscape again looking for the keys before he proceeds onto the next level.

## COMIC CAMEOS



He must capture Spider-Man before he destroys our city.  
Thank you.  
Wave a nice day.

The story behind the platform action is related on a sort of comic-style cameo screens, and it's here that Spidey learns the true terror of the Kingpin's campaign with a little help from the mysterious Dr. Strange. Each character in the game (and that includes all of the villains) have their own comic pics.

## COMMENT



**JULIAN**

This is the best Master System game I've played for a long time! The Spiderman theme has been exploited fully, and there are plenty of wall-crawling luffs and web-spinning japes. The graphics are very good indeed, with swift, smooth scrolling backdrops, excellent cartoon-style still screens and a very nicely animated main aprita, and the action is fast and furious, with enough original features to keep you on your toes. If you're a fan of the triandty neighbourhood Spiderman, or are simply a Master System player who's after a decent game, this should be put at the top of your shopping list.



# MAN PIN



Plenty of web-slinging action, with Spider-Man.



▲ Feeling a bit directionless? No matter for Spidey.

## SPIDEY'S UTILITY BELT

Pressing both buttons on the Master System pad brings up the item selector. Here, Spidey can select all manner of items ready for use against his foes. The first item that Spidey receives is a strange amulet from Dr. Strange. Select this when Spidey's stamina's at an all-time low to warp him back to his house where he can get a bit of rest and reclaim some energy. This item selector can also be used to turn the music on and off as well as cutting down the amount of comic screens the player wades through between each level.



## SPIDEY COMICS

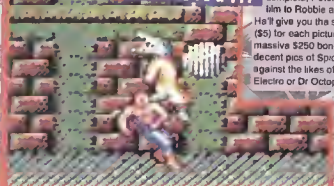
Spider-Man entered his comic book heyday in 1963, coming from a time when comic books were a major part of the American landscape. The character was created by Stan Lee and Steve Ditko, and he quickly became one of the most popular superheroes in the world. The character's story is a classic underdog tale, as Peter Parker, a shy high school student, gains superpowers after being bitten by a radioactive spider. He then uses his powers to fight crime and protect his loved ones. The character's popularity led to the creation of the Marvel Cinematic Universe, which has become one of the most successful franchises in the world. The character's story is a classic underdog tale, as Peter Parker, a shy high school student, gains superpowers after being bitten by a radioactive spider. He then uses his powers to fight crime and protect his loved ones. The character's popularity led to the creation of the Marvel Cinematic Universe, which has become one of the most successful franchises in the world.



# REVIEW

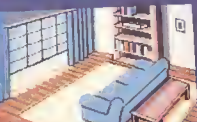
As anyone who reads the comics will know, Peter Parker supplements his meagre student income by taking pics of Spider-Man in action for sale to the Daily Bugle. Selecting the camera on the item selection screen takes a pic and when the level's complete, Peter hands over his film to Robbie at the Daily Bugle. He'll give you the standard rate (\$5) for each picture, along with a massive \$250 bonus for any decent pics of Spider-Man up against the likes of the Lizard, Electro or Dr Octopus!

## PETER PARKER PHOTOGRAPHY



## REST AND RECUPERATION

After each level, Spidey has the option to get his stamina back by resting up back at his shack. The problem is that not only are there criminals on the loose ready for capture, the bomb is scheduled to explode in less than 24 hours!



button 1 to continue  
button 2 to rest.

## COMMENT

I'm a great Spidey fan and the character has always had great potential for console conversion. I'm pleased to say that the Master System version uses this potential extremely well and the resulting game is sort of like Spider-Man meets Shinobi. I reckon that Spider-Man is better than the ninjitsu classic in that there's all the wall-crawling and web-slinging you could ask for and the control method is superb. My only gripe is that Spider-Man is supposed to have super-human strength and yet in this game even dogs and rats (?) are capable of wearing down his energy bar! Still, the graphics are excellent and the scrolling's super-speedy - essential for keeping up with Spidey's web-slinging antics. Anyone after a decent platform game should go forth and immediately check out Spidey, it's playable to the extreme and a testing challenge too!

## RICH

method is superb. My only gripe is that Spider-Man is supposed to have super-human strength and yet in this game even dogs and rats (?) are capable of wearing down his energy bar! Still, the graphics are excellent and the scrolling's super-speedy - essential for keeping up with Spidey's web-slinging antics. Anyone after a decent platform game should go forth and immediately check out Spidey, it's playable to the extreme and a testing challenge too!



Remember to take snaps of all the end-of-level guardians for wads of cash to spend on new web!



BY: SEGA

PRICE: £29.99

RELEASE DATE: TBA

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 3

RESPONSIVENESS: SUPER



PRESENTATION 88%

Various cameo screens of all the old favourite Marvel characters

GRAPHICS 84%

Small, but perfectly formed sprites and pretty decent backdrops

SOUND 71%

Tunes that vary in quality from good to awful, and competent effects

PLAYABILITY 90%

An easy-to-use control system means you'll be wall-crawling and web-slinging from the word go!

LASTABILITY 86%

Plenty of super-villains up against of Spidey, so there's plenty of lasting challenge in there

OVERALL 87%

A brilliant license and a terrific game in its own right - go for it!

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The year is 2056 and computers control just about every aspect of a human's life. Unfortunately, they also control the global nuclear defense capabilities. A bunch of deranged psycho-terrorists have got together and infiltrated the US complex and they're out to reduce the Earth to a cinder.

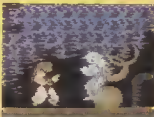
Although their capture is inevitable, they've used their hacking skills to alter the nuclear program - meaning that the Earth faces Armageddon at any moment! Someone has to rid the computer of the program alterations and the man for the job is Scott O'Conner - computer expert, karate champ and all-round hero.

Using a new Image Transfer System, his life-force is changed into raw computer data and reassembled inside the Complex Mainframe. Once inside, his skills are tested to the limits as he battles the computer's new inhabitants.

But the Image Transfer System is completely untested - and no one knows what the computer-competible form of Scott O'Conner will be.

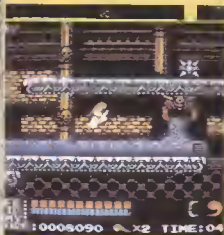


▲ Kabuki scales the microchip legs - what a star!



▲ Level one's end-of-level boss messes with Kabuki!

# KABUKI KORNOR



▲ A mini-laser arm.



▲ Kabuki's hair is a top-quality beat 'em up, hair down to your local software shop and grab it before it disappears 'perm'-anently.



▲ Kabuki's hair is a top-quality beat 'em up, hair down to your local software shop and grab it before it disappears 'perm'-anently.

## COMMENT



JULIAN

Here's a guy with the ker-a-zee-est hairstyle of all time! One flick with his quiff, and it's goodnight Vienna! Apart from the hair-related devastation, this is very similar to Shadow Warriors. However, I found that this is actually smoother, slicker and better looking, and it has more variety and challenge! Some of the baddies are really neat, and situations Kabuki gets himself into later in the game are great. If you're after a top-quality beat 'em up, hair down to your local software shop and grab it before it disappears 'perm'-anently.

## KABUKI KORNOR

Kabuki's one mean ninja dude - with a lethal hairstyle! His hair can be whipped out at any computer denizen and provides its own rather lethal short back and sides to anyone who gets in the way! Kabuki's also a bit Sinder-like in his athletic capabilities, being able to hang on to the legs of microchips and dangle dangerously from special ceilings. From these platforms he's free to somersault to wherever he wants!

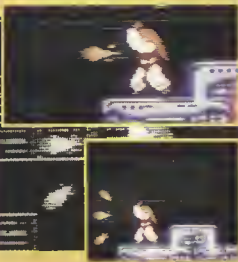


▲ Kabuki's hair is a top-quality beat 'em up, hair down to your local software shop and grab it before it disappears 'perm'-anently.

# BUKI ANTUM RIOR

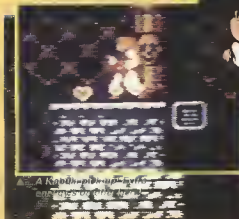
**KABUKI  
ARSENAL**

As well as his death-dealing mane of permed red hair, Kabuki carries around a select of guns that come in handy for dealing with the nasty meemies to be found roaming the platform levels. He only starts off with one weapon, but after each level, he is graced with another, improved model. For example, level one endows Kabuki with a small pea-shooter-like device which is joined at the beginning of level two by a larger, fire-spitting model, that cuts through all assailants! The third level endows Kabuki with a three-way fire-spitting laser. No one messes with a fully armed Kabuki!



**KABUKI  
PICK-UPS**

Once dispatched, most of the meemies in Kabuki leave behind some kind of icon. These come in the form of either extra energy or chips. The extra weapons are powered by chips, and the more powerful the weapon, the more chips it needs to fire. Economising on chips is the key to success in Kabuki. Save your chips, and by the time you reach the boss you should be able to take him out with ease!



**COMMENT**

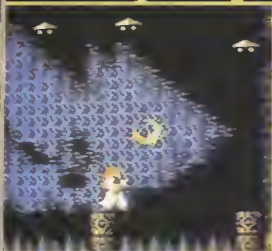
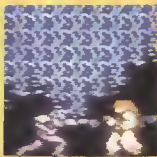
Kabuki's quite a novel game. Well, have you ever seen a game where the main character dispatches his foes by leaping out at them with his massive hair-do? I think not. The action itself is incredibly similar to *Shadow Warrior* (which we reviewed last month), what with

## RICH

**RICH** all of the different athletic moves Shadow Warrior - the interaction with the backdrops is a little easier. The game's quite challenging, but not frustrating enough to put you off for long. Both graphics and sound match the brilliant playability, so check it out as soon as you see it.

# KABUKI BOSSSES

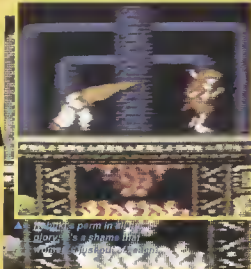
At the end of each level, Kabuki faces up to that round's guardian, who takes the form of some kind of karate/ninjitsu ace. Level one's guardian simply requires a few swishes of the razor-sharp hair-do to see him off, but things get a little more dangerous at level two, where the guardian splits into two and fires lethal lightning orbs at our hero!



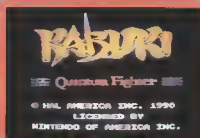
▲ Watch out for those lethal spikes, too!



▲ Kabuki fights against the water currents.



▲ It's a shame that...  
It's a shame that...  
It's a shame that...



BYE HAL

**PRICE: £34.95**

**RELEASE DATE: SEPTEMBER**

**GAME DIFFICULTY: MEDIUM**

LIVES: 3

**CONTINUES: 2**

**SKILL LEVELS:** 1

**RESPONSIVENESS: SMOOTH**



**PRESENTATION 90%**

**Excellent Japanese-style presentation  
across and polished gameplay**

**GRAPHICS** 89%

*Nicely drawn aprils and dark, moody backdrops*

**SOUND** 81%

*Atmospheric tunes and appropriate effects*

**PLAYABILITY 92%**

*The ninja beat 'em up platform action is addictive from the word go*

**LASTABILITY 89%**

*Kabuki's a tough nut to crack, and will keep you glued to your Nintendo for ages!*

**OVERALL 90%**

**An excellent Batman-style game that should appeal to all NES games players**

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**GAMEBOY** for sale with Telris £40. Phone 081 747 9056 for details. Also Slap Shot. Sell Sega Master System £15

**MEGADRE** 2 joypads + 16 games. Super Monaco, Asterix, Golden Age, Strider, Mickey Mouse, John Madden etc. £315. Tel 0792 732-893

**MASTER SYSTEM V G C** still boxed, 10 games including Golden Age, Wonderboy III, World Soccer. £140.00. Richard 0707 53014 (Herts)

**OFFICIAL UK MEGADRE** with joystick, Altered Beast, the excellent Super Monaco GP and Japanese games a copion. In pristine condition, boxed as new, accept £170. Only serious offers. Call Paul between 6pm - 8pm (London area) on 081 741 9714

**ATARI LYNX** with mains powerpack and Comlynx cable - California Games and Chups Challenge. Also Atari Lynx kit case. All boxed in brand new condition. Will sell the lot only £95. Please phone Paul anytime on 041 445 1728

**BARGAIN** Megadrive, 1 joystick with 8 games including Monaco, Esawl and Arnold Golf. Worth £470. Sell for £235. Also sell Master System joystick and 8 games including Wonderboy II, Bomber Raid and Gollamania. Interested ring 092 74 28630

**SEGA MEGADRE** (Japanese) runs all carts + Super Hang on + Joypad still boxed. Good condition £100.00. 081-304 2373

**SUPER FAMICOM** Bigrum, (Miami), Phobos, (Miami), Megadrive, Altered Beast, Last Battle, Rambo III, Exilia Joypad, 88bit Converter. A bargain at £310.00. 081-304 2373

Also £220, selling separately with software. Call (0582) 401 142 after 6.30 pm

**MEGADRE** 2 joypads + Master System converter with 13 Megadrive games and 10 Master System games. Total value over £150.00. All for £495 will drop to quick sale. Ring for details. 0422 843475

**OVER 50 GBA GAMES** for sale including Asterix, Rainbow Islands, Tunican, X-Out, Ace II. Full price and budget. Price negotiable. Wanted NES games, also Blades of Steel, SMB III, Zelda 1, Rad Gremlin. Phone Stephen Whorby on 0372 465379 (Sunderby), 0753 863886 (Wexley)

**MEGADRE** with joystick and slow motion joystick. Only 4 months old with 3 top ten games. Excellent condition. £200. 0372 458518

**SEGA MASTER SYSTEM** with light gun and 5 games. Excellent condition. £120. Phone Mick on 0706 225690 after 6pm

**JAP MEGADRE** includes 11 games, arcade joystick, joystick. Excellent condition. £100. Boxed 2 months. Tel 0300 Phone Paul on 021 707 3922

**ATARI 520 STFM** with mouse, 2 joysticks, second disc drive, over 100 original software inc. Games Lemmings, Spaceball II. Sell for £300. 0458 826314

**SNODKUR TABLE** cues, balls, triangle. Sell £50.00. Bunkroom swap for Slinder or sell for £25. Call 0608 677 491

**PAL MEGADRE** 6 games including 2 joypads. £430. Sell for £150 or swap for Amiga. Call Steve on 0925 838627

**PC ENGINE** + 7 games including Don Doko Don. NZS. Worth £300 + Sell for £200.00. Will be Bryan Nelson 3 Van Dyke Place. Sl. Herts, Hurdington, Cambs. PE17 6RD. Also £300.00 of Spectrum software for sale. Any offer considered

**COMMODORE 64** 2 joysticks + cassette recorder, Runs cassettes and caddiges. £800 worth of software. Altogether worth £1000. Sell for £249. Contact James on 0372 442620

**GAMEBOY Y** for sale 4 games T M N T, Super Mario Land, Revenge of the Gator. Selling for £95. Contact James on 0372 442620

**MEGADRE (PAL)** Sonic the Hedgehog, John Madden Ghostbusters, Dr Boy, Altered Beast + adaptor. Sell for £249. Contact James on 0372 442620

**NINTENDO** with Duck Taits Super Cili Road, SMB I, Duck Hunt, Zapper, Excellent condition. Worth £225. Price £130. Ring 0295 264882

**ZX SPECTRUM 128k** - 2 with interface joystick and considerable amount of games. £150 or exchange for Gameboy. Game Gear or Alan Lynx. Either one including games. For information contact Martin on 058283 2846. Away on holiday list 10 weeks in August

**TENNIS CUP 2** and Pang for £40.000. £15 swap or £25 for both. Phone after 5pm 0480 413411

**FOR SALE** Megadrive (Jap) Good condition. Fantasy Sea II, Altered Beast, New Zealand Story, Sonic the Hedgehog, 8-Bit Converter, Arcade Powerstick, Action Fighter, Double Dragon. Sell for £300. Also for £300. Spectrum ZX + 2 inc. near to 400 games, 2 joysticks, lot £200. Call 081 677 8758 ask for Telris

**OFFICIAL UK MEGADRE** 8 months old. Excellent condition, with 8 games and 2 joypads. Games include John Madden Football, Strider, Mickey Mouse, Ghoul's n Ghosts and Revenge of Shinobi. Worth £480, sell for £300.00. Phone Dan on 0442 429894

**NINTENDO Games** Bayou Billy £20. Turtles £20, Castlevania £15, Solemians Key £20. Kid Icarus £15. Price as negotiable. Sell all the lot for £80. Phone 041 772 4491 after 6pm. I would for a Game Gear with no games

**NES DELUXE SYSTEM** for sale. R C B light zapper + 10 great games inc. Turtles, Legend of Zelda, Balmain, Double Dragon + many more. These also a free quickshot joystick. £560. Sell for £350. Tel 081 550 7349 and ask for Jamie

**MEGADRE GAMES** lot sale. Wonderboy III £12.50, Super Arrow and Crocodon £15 each. The lot for £37.50. Tel Stephen on 0502 759138

**DELUXE NES** with 17 games. Worth over £600. Sell for £270. All boxed and games including SMB I + 2, also Blades of Steel and 3 light gun games. All at good price. Call 0787 73950 after 8pm any day

**COMMODORE 64** with data cassette 1 year old + disc drive 3 months old + 2 extension ports. Will sell for £300.00. Phone Lee on 021 328 0619 after 4pm. Will also show in 200 games and 2 joysticks

**FOR SALE** Golden Age £18, Altered Beast £12 or swap on for Mickey Mouse. Phone 081 504 0885 after 6pm (Not Wednesday or Thursday)

**FOR SALE** MEGADRE for sale with 4 Megadrive games + 8 8-Bit games for Master System. Sell includes Megadrive + Jap converter + GX4000. Is worth £705. Selling for £350. Call 0727 835059 or write to 62 Carmel way St Albans, Hertfordshire AL3 4LT

**SEGA MASTER SYSTEM PLUS** with 10 games, 2 control pads and light gun. Worth £290. Sell for £130. one £12.2481

**FOR SALE** Megadrive games lot £15 each. Includes Esawl and Slinder. Phone 367 0056 between 5.30pm and ask for Sue. Telris

**NEO GEO SFC (English)** 4 games. Nam 75, Ninja Combat, Cyberlip and Magic Lord + 2 joysticks and Riem call. Bargain £580 or swap for arcade games machine with PCB. Please write to Bill 36 Wymley, Centre Reddish Woods. B98 0NR. Write phone number in letter

**SPECTRUM + 128K** tape recorder, games worth £300, joystick with interface, magazines etc. Bargain all for £105.00. 081 889 8535

**UK MEGADRE** Jap adaptor, 2 joypads, 6 games including Mickey Mouse, Revenge of Shinobi, Ghoul's n Ghosts + more. Bargain £200. NES, Joypads 6 including SMB I. Megadrive Quik Taits + more. Bargain £125. Ring 081 888 9042 after 6pm and ask for James

**GAMEBOY** excellent condition, boxed as new with headphones, link up etc. With Telris and Telris and Mario Bros. £65. If interested call Tony (jnr) on 0296 62745

**SELL** under warranty

**SEGA MASTER SYSTEM** with 8 games inc. Wonderboy III, Wonderboy, Rastan, Rambo III. £90.00. Sell for £270. 0484 762746 (Sulfolk)

**PC ENGINE** PAL 5 games including Shinobi, Gunhed, F1 Circus + Japanese magazines. Boxed as new £179.00. Phone Jason 081 685 8522

**SPECTRUM** + 2 light gun, joystick lots of games. Super new worth £290. Sell for £140. Mrs Race 0473 631385

**NINTENDO TURTLES PAK** with 2 extra games. Boxed and all with instructions. Also Amstrad 484 in good condition with over 50 games. Nintendo £75. Amstrad £85. Contact Eddie on 0706 55734

**SEGA MEGADRE** with 11 lot games including Slinder Mickey Mouse etc. with 23 colour monitor with stereo speakers plus Nintendo Gameboy with 5 games including Telris, Turtles. £350.00. 081 747 9056 for details. Also Slap Shot. Sell Sega Master System £15

**NINTENDO** 13 games including Super Mario 1 + 2, Rush n' Attack, Megaman GP, Pro Am, Adventures of Link Legend of Zelda. Worth over £400. Sell for £135. Call Mark on 061 481 1180. Also PC Engine + 2 joypads, 2 players adaptor, 4 games including Dungeon Explorer. Sell for £90

**GAMEBOY** light, magnifier, Golf, Batman, Mario Land, Robocop, Spiderman, Double Dragon, Wizard & Warriors, Romans Quest, Final Fantasy, Newcomer Force, Gator, Play Action Football. Worth £370. Will sell for £225 or take Game Gear on part exchange. Phone Sean on 0245 354767 weekdays only

**GAMEBOY Y** Telris + top games, mains adaptor, gamelink. Good condition. Worth £200. Sell for £120. Phone Ben on 0226 395341 after 5pm

**FOR SALE** + 2 with £160 worth of games + 2 joysticks. In good condition. Boxed and in brand new condition. £843.50. Phone Lee on 0843 580747

**GAME GEAR** for sale + Wonderboy G-Loc. Super Monaco GP. Sell for £140.00. 081 888 9042 after 6pm and ask for James

**SEGA CONTROL STICK** for sale + Wonderboy £80 for control stick + £15 for Wonderboy. Phone 0443 815249 after 4pm and below 9.30pm

**MEGADRE** Games for sale or swap. Golden Age, Esawl, Rapside Angel, Rambo III, Hellfire, Midnight Resistance and Altered Beast. £10-£20. Tel 081 908 2121

**SDN DF DRACULA** (PC Engine) for sale £20 and Sonic the Hedgehog (Magazine). Boxed as new £179.00. Phone Jason 081 685 8522



## FOR SALE

**NINTENDO GAMEBOY** including 4 games: Balloon Kid, Gayleways Quest, Balman and Tetris. Fully boxed. Worth £95 sale for £80 Tel 28045 (Cambley, Surrey). Weekdays only except Tuesday and Thursday nights. When phoning ask for Rebin. Great deal!

**NINTENDO GAMES** for sale. Super Mario one, Duck Hunt and World Class: Track Meet (all on the same cartridge) plus Ten Years Yell for Rampage and Double Dragon II (American games, so Games Converter needed) for more details call (021) 7044360

**SEGA MEGADrive** (Jap), four top carts, joystick, Hi-Fi lead. Excellent condition. £185 on o/n also Atari Lynx 2 weeks old with P.U. and slime world worth £123 sell for £80 if interested phone (0203) 355358, ask for Tarry after 6 p.m.

**THE ULTIMATE** games collection - Amstrad CPC464 Colour Monitor, Amstrad original games. Four joysticks plus my collection of Amstrad Actions. Worth over £1500, sell for £550.0 n/o. Telephone (0542) 31108 (Andrew) after 6 p.m.

Delivery included in price **MEGADrive** with 4 ace games worth £350 - Plays English + Jap games. Sell for £250.00. Phone 0630 652231 and ask for David

**NINTENDO** for sale with Mario 1.2 and 3. Balman and cart with 64 games. Bargain! £1170. Phone Daniel 081 889 8938

**MASTER SYSTEM** 6 months old, 12 games, joystick, 2 pads, phasers, 2 adaptors, and 9 good games all for £200 or with 2 games for your choice for £220.00. For more details please call Tommy on 0203 325444 after 5pm

**MEGADrive** games for sale. Ghoul's n Ghosts Jap £23. Alex Kidd Jap £16. Sword of Sodor and Mystic Defender UK £16 each. MD control pad for sale £10. Phone 0582 455461

**NINTENDO ENTERTAINMENT SYSTEM** with Super Mario Bros, Zelda II, T.M.H.T., World Wrestling, Monkey Kong Classics and Journey King £150. Also Atari 2600 with 32 games, 4 joysticks, 1 track-ball £150. Mon-Fri after 4.30pm. Sell Sun anytime. Call Nazari on 0859 54731

**JAPANESE MEGADrive** - Philips CM8533 months old inside arcade cabinet with Golden Axe and Monaco GP carts. Megadvice runs all nationally cart. Also issues 1-5 of Mean Machines £390 with cabinet £250 without. Ring Mike on 0903 502019 (Worthing) after 6pm weekdays

**NINTENDO** Hand held games for sale. Including Super Mario Bros £8, Donkey Kong II £8, Submarine £4 and Smokey II £5. Please ring Andrew on 0275 685183 New!

**GAMEBOY** for sale. Includes 2 player lead, Tetris, Super Mario and Gayleways Quest £85 the lot. Phone Steven 064767

**MEGADrive** plays Jap, American and English carts 10 months guarantee. 7 games all over 90% Mickey Mouse, Golden Axe, Hellfire, Monaco GP, Esawl, PGA, American Blaster. Call for joystick, joystick all as new and boxed £290. Contact 061 860 5348 after 4pm

**FOR SALE** Megadvice games. Ghoul's n Ghosts £28. Phone 0268 285138

**PC ENGINE** games for sale. Don Doko Don, Devil Crash, Phoenix Star, Ninja Spirit, Guned and Space Harrier £18 each. Include 3pc Write to Mr. Simon Law, 88 High Street, Caidon, Devon EX17 3L8

**BOXED TIME!!!** Official barked UK Megadvice 15 top games, 2 joysticks £380. Also boxed PC Engine, 6 games £120. Will consider the lot. Amiga 500 + software. Can deliver limited area. Phone John on 0203 467920 for details. All excellent condition

**PC ENGINE GT HAND-HELD** in excellent boxed condition add 9 games including Alterburner, Mi. Hell, Atomic Robo Kid. With power pack. Transferable offer. Tel 0205 85300

**MEGADrive** for sale. Boxed as new. Duck Tetris £25, TMHT £20, Golf £15 or others. Phone James on 0787 237702

**MEGADrive GAMES** including Golden Axe, Ghouls n Ghosts, Shadow Dancer and Esawl. Also powerstick. Call David on 081 969 0084

**SEGA MASTER SYSTEM** 5 months old, 5 games including Mickey Mouse control stick, rapid fire £120. Phone Ross on 0622 717691

**SEGA MASTER SYSTEM** 10 games, 2 joysticks, light Phaser £130. Gameboy + 6 games £170 (or swap Megadvice + games). Phone 061 767 7800

**BARGAIN!** Gameboy plus gamelight plus Tetris. Turtles, R-Type, Contra, Tennis, Robocop, Double Dragon, Vastar. Offer £225. Or if this box is new with bargain priced at only £145.00. Save over £80! Ask for Mark on 0298 814340

**ATARI ST** for sale 3 joysticks, mouse, 4 player adaptor £400 worth of games £200. Ring anytime on 021 747 2628

**SEGA MEGADrive** with two joysticks and Alien and Beast £10. Also Megadvice with nineteen games and converters for Master System and Japanese games, two joysticks, stereo connection. All boxed. Nine month guarantee. Sell only £400. Brian 0463 230304

**SEGA MASTER SYSTEM V.C.** still boxed, 2 joysticks, 1 light Phaser, 9 games including Thunderblade, Smokey, Dead Angel, Alien Syndrome, R-Type, Alien Beast and Rambo III. Sell for £170.00. Phone Mark on Leicester 0533 813059 after 5.30pm

**AMSTRAD CPC 464** with colour monitor. Over 40 games, Cheatix 125+ joystick and user manual. Good condition. £1100.00 Tel Paul on 0274 578626 after 4pm weekdays and 10-12 Sat-Sun and after 9pm Sat-Sun

**NINTENDO SYSTEM** boxed, mint condition with 5 games Mega Man II, Balman etc £280. Also Sega Master System with brand new boxed light Phaser with combo shooting cartridge £55. Phone 081 500 8129 after 4pm and ask for Kev or Dean

**MEGADrive** games for sale. Phone Paul on 081 504 1106 or send SAE to 19 Lakeside Way, Woodford Green, Essex IG8 7LF

**SNK NEO-Geo** for sale £250 boxed scart machine in mint condition. 2 months old. Will accept scart from com. Phone 0753 548482 and ask for Gareth

**AMSTRAD CPC 464** colour monitor, 90 games 2 joysticks. Only £250. Phone John on 0679 20439. Real bargain

**GAMEBOY** nearly new with headphones, link cable and games. Tetris, Super Mario Land, Solar Striker £80.00 Tel Stuart on 037882 3557

**JAPANESE PAL MEGADrive** arcade power stick, 2 control sticks, 6 games, Golden Axe, Super Hung On, Ghouls and Ghosts, Truxton, Jim Football, Amros Golf. Worth £350+ £215.150. Also Lynx + 3 games. Klax, Electrocop. Same World. Sell for £75. Tel Simon 081 428 4388 (Walford)

**GAMEBOY** with 9 games including Spiderman and Double Dragon. Worth £230. Will sell for £150 or swap for Game Gear. Write to Lucas Phillips, Julian Road, 116, 6707D Wageningen Holland

or just call (01837) 10377

**COMMODORE 64C** recently been used. Unworn gift £300 worth of software including this, Turanic, Mi. Hell and Power Duff. 2 joysticks £600. Lead I. Cover nags. Looker for offers. Tel 0402 1862 £220.00 Tel 0705 44465 and ask for Alrshir

**SEGA MASTER SYSTEM PLUS 2** control pads light Phaser. Games include Hang On, Salani Hunt, Wonderboy, Wonderboy II, Dynamite Duo, Alex Kidd, Lost Star, Alex-Hi Tech. Worth £160. Phone 928 3932 between 5-6pm

**SEGA MASTER SYSTEM 1** control pad, control stick RPU 26 games. All boxed. VHS. Phone 0480 458100. Only £180



# MEGA

**NINTENDO** with Jap adaptor includes 11 games Super Mario Bros 1, 2 + 3, Duck Tetris, Mega Man II, Link, Luflore, Foxanado, Bubble Bobble, Turtles and Heaven Adventure (brilliant platform game), All the lot £250. Will consider splitting. Mint condition. Anyone interest phone Andrew 0623 643525

**NINTENDO** games system, light gun, 6 great games, 2 controllers. As new with box. All included £175.00 0926 421 892

**NINTENDO NES** for sale 6 games including Super Mario, Tetris, light gun. Good price. Phone Darren on 0533 359584

**NES** for sale 6 top games Punch Out, Soccer, Mario, Wrestling, Rad Racer, Link £160. Phone James on 081 668 5515

**JAP SEGA MEGADrive** + games. Wonderboy III Golden Axe, Bucklekn, Ghoul's n Ghosts, Shadow Dancer (pail) Phone Felix on 094885 321 £210

**MARSTERY** 7 months old. Good condition, boxed with instructions. 4 very good games inc. Mickey Mouse, Wonderboy II and Psycho Fox. Worth £170. Will sell for £100. Ask for Robert on 0509 852968

**PC ENGINE** games for sale. Gunhed £15, Heavy Unit £13, R-Type £10, Samorin £10, Dragon Spirit £10, Vigilante £10, Tiger Road £15. Drunken Master £10. Phone 0703 773622 and ask for James between 4-6pm

**SEGA MEGADrive** Jap/Pal version 14 games. Excellent condition £300.00 or swap for Nintendo Super Famicom. Phone 0767 312070

**ATARI ST** with mouse and joystick. 30 top games including Ghoul's n Ghosts, Black Tiger, Super Oil Road, Slinder 1 and 2. Excellent condition. Still boxed. Hardly used. Palm and draw package inc. Unworn! adaption. Quick sale wanted. Tel Richard on 081 340 7310

**MEGADrive** Games Super Shnobi, Ghoul's n Ghosts, Super Hang On, World Cup Soccer £15 each. Phone 864 after 4pm

**BRITISH MEGADrive** 6 months old with 2 joysticks, Pro 1 joystick, Jap converter and 7 games. Alterburner II, Mickey Mouse, John Madden Football, Pain Blow, Dick Tracy, Golden Axe and Shadow Dancer. £300 Tel 0331 73444. Derby. Notts area after 6pm

**FOR SALE** 39 great! Spectrum games. Tasword the Word Processor and tape recorder for the 3 Titles include The Pawn, Magnificent Seven, Moonwalkers etc. Worth £130. Sell for £65 or sold separately or swap for 3 Megadvice games. Further information on 0705 287898

**2X2 SPECTRUMS** £50 each. Great condition. Worth over £120 each. 15 games each computer. Tel 0684 5561 35 Anthony

**JAPANESE MEGADrive** and 4 games. Bucklekn, Esawl, Curse and Mickey Mouse. Super condition. Tel 0342 327533 worth £200. Sell for £190. 89

**MEGADrive** joystick, joystick, game 2 months old, boxed and all in mint condition. Will sell for £175.00 or will swap for a PC Engine GT with a game or a Super Famicom. Phone 081 985 5171 not weekends

**ATARI 520ST** with joystick and £150 of old Speedball II, Kick Off II 6 months old. Only £200. Tel 081 985 5171 not weekends

**JAPANESE MEGADrive** with 1 joystick and 5 games. Hellfire, Dick Tracy, Ghoul's n Ghosts etc. Sell for £200. Please call after 5pm 0277 625129

**MASTER SYSTEM** Plus 14 games including Mickey Mouse, Rastan, P. Fox + Wonderboy + 1 Joypad + 1 joystick + 1 light gun. Brilliant condition worth over £350. Sell for £220. No swaps. Also Spectrum games £120 £80 £35 £87

**SEGA MASTER SYSTEM** for sale. Including 2 control pads and control stick plus light gun, 6 games including California Games and Wonderboy III. Worth £205. Sell for £100.00. Phone Giamre allert 5pm 0342 311226

**NINTENDO NES** 2 control pads. Includes Double Dragon, Urban Champion, Zeids II, Bubble Bobble, Kung Fu, Soccer, Exaltix, Super Mario Bros. Sell for £150. Tel Maidstone 0622 673399

**JAPANESE MEGADrive** for sale inc. loads of lot titles such as Mickey Mouse, J. Maddens, Esawl. Some the Hedgehog, PGA Golf, and more movie. Photos from £1.00. For massive list send SAE to Andy (GAMES), 55 Welwynside Rd. Sutton Coldfield, West Midlands B72 1AN

# MART



**FOR SALE** Alan Lynx + 2 adaptors. Also carry case and 2 games. Worth £170. Will sell for £90 on. Or swap for a Sega Master System + Wonderboy III and Mickey Mouse Ring 0872 76595

**SPECTRUM 128K + 2** Kempson joystick with adaptor, original light gun with 11 games. Also 95 games. Excellent condition. Will sell separately. Games include: Giga Ninja, Robocop II, Double Dragon II, Shadow Warriors, Alterbrun, Chase HO Super Wonderboy, Robocop, Operation Wolf, Ghosts n Ghouls n Rembo III. Bargain at £200. Tel 0685 875714

**MEGA DRIVE** perfect condition + 3 games. Still boxed. Worth over £300. Sell for £150. Manchester area. Ring 061 748 0631

**ATARI LYNX** Bag new with Gauntlet III and California Games. PSU, leads, instructions, still boxed. Excellent condition. £85. Phone Mat 0536 762477

**COMMONWEALTH C64** disk drive 1541 II, television, tape deck, joystick, 48 games, 2nd copy, 17 Zap magazines. Excellent condition. All boxed. 1 year old. Worth £750. Sell for £250 or can sell separately. Phone Jason after 4pm on 0532 804313 (Leeds)

**C64 and 1541** disk drive, 2 joysticks, loads software on disk and cassette and cart worth £300 sell for £250. Ace condition. P.S. will also swap for unwanted Famicom (PAL) Ring after 12 noon weekdays. Phone 081 653 0904 and ask for Glenn

**NINTENDO** 0 joystick with £400 worth of software, 2 joysticks and all leads etc. Phone to arrange price. Tel 0333 263436

**FOR SALE** Master System with light Phaser and 4 games including Golden Axe. £130. Ring Chns Hawk after 5pm on 085 913 7120

**WWF MERCHANDISE** oys, t-shirts and mugs for £25 up. Hilden franchises, Heart Foundation T-shirt, videos. All cheap. Also Speccy games for sale. Phone 789213 (Surrey area)

**MASTER SYSTEM PLUS** boxed with RFU and 8 games including R-Type. £110.00. Phone 0602 27062 ask for David

**GAMEBOY** games Karik, Balloon Kid and Tetris £15 each. Call Daniel on 081 349 1175 after 5pm. Not on Saturday

**FOR SALE** Sega Master System comes with both control pads, rapid fire unit, £120 worth of games with both Wonderboys, Battle Outrun, Thunderblade. Still boxed. Sell for £135 on. Phone Marilyn on 0376 571027 after 6pm please

**LYNX** with California Games, Klax, Slime World Com Lynx power pack. Cost £180. Sell for £70 on. Will not sell the games separately. Phone Craig on 0394 388 388. Also PC Engine CD Rom wanted. Will pay up to £250

**GAME GEAR** with 2 games 1 month old. Megadrive with 3 games + power stick and joystick and light stick. 3 months old. Sell for £450 the lot. Sob's sob's sob! Call Mike on 0483 574212

**MASTER SYSTEM** for sale with rapid fire, gun and 12 games including Outrun, Golden Axe, Operation Wolf, Double Dragon, Black Belt, Spy vs Spy, Hang On, Snail Trail, Combo cart (3 games), Gangster Town. £120

**COMBAT** Steven on 0455 615498

**PAL SEGA MEGA DRIVE** joystick, PSU with 4 games. Still boxed, used only a few times. £170. (Megadrive and games) or £200 with Spectrum and 35 games. Ring Ben on 071 708 5304. Sunday to Thursday after 4pm

**SPECTRUM** over 40 games, light Phaser joystick £60 or swap for 2 Megadrive games. Contact Karm on 081 903 4641

**SEGA MASTER SYSTEM** Games Outrun and Thunderblade. £10 and Rambo III with light gun plus £10. Will separate. Phone 0702 520 962

**SEGA MASTER SYSTEM + 2** joysticks and 8 games including Shinobi, Golden Axe, Wonderboy III, Psycho Fox, Dynamite Duo, Double Hawk, American Pro Football, World Soccer. Worth £290. Sell for £150. I'm interested contact Mark on 9am-9pm on Chelmsford 0265 413473

**NINTENDO GAMES** for sale. Mega Man, Balman Lynx. SMI and Trojan £25 each + free joypad with Trojan and Lynx. Phone 0929 88414

**SEGA MASTER SYSTEM** light Phaser, 4 joysticks, 2 Quizz Masters with built in auto fire and over £750 worth of games including Wonderboy 1 & 3, Mickey Mouse. Will sell for £375 or nearest offer. I'm interested. Phone Dan on 081 864 5303

**AMSTRAD GX4000** with 2 joypads and Burning Rubber cart. Unwanted gift. In mint condition. In original package £60 on. Tel 081 459 6209

**SEGA MASTER SYSTEM** with light Phaser and 4 games. Columns, World Soccer, Wonderboy II and Alex Kocor. Wonderboy II will sell for £140 on. Contact Paul on 0706 814496 weekdays only 5-6.30pm. Games boxed with instructions

**SEGA MASTER SYSTEM** with 21 games including Wonderboy III, Moonwalker, R-Type, Psycho Fox, Battle Outrun, Basketball, Nightshift, Italia 90, 2 joypads, 2 nprd lrs units £200. Phone Lynx on 021 704 1166

**MEGA DRIVE** games for sale at special prices. Phone 0403 61 899 eves and weekends

**OVER 40 VNS CASSETTES** call Simon Brown on 0775 750483 or write to 82 Highland Rd, Portsmouth, Hants PO4 9NF for list

**SUPER FAMICOM** Megadrive, Lynx, Gameboy, Nintendo, Game Gear, Master System and PC Engine items for sale. Call Simon on 025 750483

**SEGA MEGA DRIVE** £600. Sell for £350 or nearest offer. Buyer collects. Phone 0985 21 7687. Bargain of the month

**Atari 500** as new boxed, roughly 80 games, external disk 1/2 meg expansion, disk box 2 joysticks, Hi-Fi lead. V1 3. Only £450. Bargain. Tel 054 071 29

**NINTENDO NES** Balman, Bubble Bobble, Snake Rattle n Roll, TMNT, Blades of Steel, Skate or Die £160. Tel 021 79832 (Northants)

**FOR SALE** Commodore 64 £100 worth of games, books and 2 joysticks. Excellent £130 on. Phone Leeds 054 168 after 6pm

**LYNX GAMES** Lightnning £16. Electrocart £14 (no instructions), phone 081 871 3998. Sega games 3D (no glasses) various £7 each

**GAMES FOR SALE** Games for Megadrive £27.99. Game Gear £19.99. Gameboy £14.99. Gameboy from £19.99. Lynx from £14.99. NES from £19.99. For more information please write to Jon Hawkins, 12 Stoke Padstock Road, Stoke Bishop, Bristol BS9 2QJ

**GAMEBOY CARRY ALL** case as new complete with box and 10 Buyer collects. Tel 01491 893928. Ask for the Master

**FOR SALE** Sega Master System plus with 5 games including Great Football, Rocky, Alterbrun, World Soccer, Super Mario Bros. Also quizzshot controller. All boxed. All £10. £140 phone 0262 488972 after 6pm

**MASTER SYSTEM** 9 games, 2 joysticks, Gameboy (Unboxed) with 3 games + Alan 2600 with 7 games + Jockey. Sell all for £385. Call 0328 506624 after 4pm

**NEC** Superwriter printer with hopper lead. Excellent quality print plus extra 11 handles £175. Phone 0707 274424

**BARGAIN** Megadrive + 7 games including Populous, Cyberball swap for Atari 520STE or sell for £300 (worth £460 +). Phone 0732 555 765 after 6pm

**FOR SALE** Sega Master System games. Indy III, Wonderboy II, Impossible Mission, Italia n plus much more £1 each. Tel Flame on 277 5158

**ATARI 130XE** computer, 1050 disc drive with Happy Enchantment 1011 cassette unit, joystick, over 200 discs in boxes, over 100 magazine, books and manuals. The works. Will separate £300. The lot. Phone Stuart on Ipswich 0473 650088 after 6pm

**NINTENDO NES** Action sell zapper, 2 control joysticks, 13 games. Less than a year old. Sell for £400. Over £400 worth £250 on. Phone 0434 771527. Ask for Richard after 7pm (Chesham Bucks)

**GAMEBOY** for sale, 2 joysticks, connecting lead and 5 excellent games. £105 bargain! Phone 07693 239 mini condition. Will swap for 1000 Games

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**SEGA MASTER SYSTEM** £600. Sell for £350 or nearest offer. Buyer collects. Phone 0985 21 7687. Bargain of the month

**Atari 500** as new boxed, roughly 80 games, external disk 1/2 meg expansion, disk box 2 joysticks, Hi-Fi lead. V1 3. Only £450. Bargain. Tel 054 071 29

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**GAMES FOR SALE** Games for Megadrive £27.99. Game Gear £19.99. Gameboy £14.99. Gameboy from £19.99. Lynx from £14.99. NES from £19.99. For more information please write to Jon Hawkins, 12 Stoke Padstock Road, Stoke Bishop, Bristol BS9 2QJ

**GAMEBOY CARRY ALL** case as new complete with box and 10 Buyer collects. Tel 01491 893928. Ask for the Master

**FOR SALE** Sega Master System plus with 5 games including Great Football, Rocky, Alterbrun, World Soccer, Super Mario Bros. Also quizzshot controller. All boxed. All £10. £140 phone 0262 488972 after 6pm

**MASTER SYSTEM** 9 games, 2 joysticks, Gameboy (Unboxed) with 3 games + Alan 2600 with 7 games + Jockey. Sell all for £385. Call 0328 506624 after 4pm

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**MEGA DRIVE** Official UK version. Only 2 weeks old with Python 3 joystick, jypad, Japanese games converted, Revenge of Shinobi, Ghosts n Ghosts, Altered Beast, Esawl and Sega's n1s book! Fully guaranteed and only used twice. £200 with power 17. Phone Maat on 0536 762477

**AMIGA GAMES** SWIV, Mindwinder, Indy 500, Xenon II, Rocket Ranger, Slant Car, Chase HO, Space Ace, Operation Thunderbolt, Operation Wolf, Snider, Chase HO, Torvak, Balman, Ninja Warriors. No games above £17. All good condition or will swap for excellent Gameboy. Phone 0536 762477

**FOR SALE** PC Engine, 5100 games including PC Kid and Moto Roadies. In name a few, 5 joypads 1 joystick and 5 player adaptor. Will sell for £200. Call after 4pm on 081 660 5423

**SEGA MASTER SYSTEM** pad controllers light gun Built in games. £65 on. Phone 081 304 2373

**TEENAGE MUTANT HERO TURTLES** will sell for £20 or swap for SMI 1. Tel Scott or 054 071 29. Buy between 3 and 45 and 5pm

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**SEGA MEGA DRIVE (PAL)** arcade stick and joystick with James Pond, Ghosts n Ghouls n Rembo III, Revenge of Shinobi, Altered Beast. Forgotten Worlds, Golden Axe. Cost £455. Accept £350 on. Bought less than 1 year. Ring after 6pm 0247 450350 after 6pm

**NES 2** joysticks, 2 joysticks, zapper, P.O.B. and 10 games. Ring David after 6pm on 0672 85214 and name your price

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**WANTED** Gameboy or Atari Lynx with game(s) Good condition only. Pay £35 only. Phone 051 655 0410 Evenings

**PC ENGINE GAME** Splatterhouse Nintendo (NCS) game Mario Bros I Top prices paid. Phone Alan 0883 723122

**GAMEBOY** urgently wanted With or without game. Good condition please. Phone Philip on 081 860 1278 Subbuteo football game. Full range of extras. Still boxed and priced. Excellent condition. New £95 accepted £50. Phone Philip 081 860 1278

**I DESPERATELY WANT** to swap Megadrive Super Thunderblade for either Alterburner II or John Madden Football or Super Monaco GP. Tel 0768 681 392

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**MEGADRIVE GAMES** POA Galt will pay £19 also Lynx Slime World Shanghai, Xenophobe will pay £11 also 8 bit MD convert will pay £15 phone Stefan 081 766 9362

**SUPER FAMICOM** Megadrive PC Engine (Especially R Type 2), Game Gear, Gameboy, Nintendo, Lynx and Master System games wanted. Also PC Engine GT, yopads/yosicks for the above. Call Simon Brown at 0705 750483 or write to 82 Highland Rd, Portmouthe, Harris PO4 9NF

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**OFFICIAL GAMEBOY** wanted urgently, good condition, must have leads, tins and (another game) will pay £50 (Leeds area) 0524 401776

**ATARI LYNX** games wanted I see Soccer Slime World, Road Blaster, Warbirds, Gauntlet, Rampage, Xenophobe after 4pm 021 476 7681 sensible prices please

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**WANTED** issues 1-4 of Mean Machines will pay £3 each. Phone Simon 0276 29996 after 5pm

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**SWAP** Gameboy + 6 games + Sega Master System + 10 games for Megadrive + games (Preferably British) Phone 081 767 7696 Megadrive + Gameboy still wanted

**I WILL SWAP** Farkadu and Robocop for a Gameboy with Telfs or will sell games separately for £25 Tel 0501 200396

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**TO SWAP** Golden Axe Double Dragon or Altered Beast. All games considered. For Sega Master System, Tel (Nottinham) 269560

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**SWAP UK** Mickey Mouse, Moonwalker, Revenge of Shindor, Super Real Basketball for any decent games. Call Chris after 5pm 0932 780027

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# MEGA

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**MEGADRIVE GAMES** to swap. Budokan, Elemental Master, Ghouls n Ghosts. I want Shinobi, Rainbow Island, New Zealand Story, DJ Boy, Super Shinobi Japanese cells please. Phone Jan on 0934 613380 after 5pm on weekdays. Warning: I send by Recorded Delivery

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**NINTENDO SWAP** Rusk n Attack or Blades of Steel for Balmain, SMB II, Ghost n Goblins, Megaman II, Duck Tales, World Cup, Castlevania, Simpsons Quasi Track n Field II, Golf, Zeldie II, Snake Rattle n Roll, Kid Icarus, Black Manta, World Wrestling, Tet Jamme on 03552 28641 after 4pm

**SWAP NINTENDO** Gauntlet II for any of the following: Castlevania, Robocop, Balmain, Ghostbusters II, Ghouls n Ghosts, Blades of Steel. Tel 081 3719784

**SWORD OF VERMILLION** and Populous for swap (UK versions) will swap either for Aero Blasters, Gynoug, Mickey Mouse or Ghouls n Ghosts. Any other good Megadrive games considered (UK or Jap). Please phone Alex on 0705 737573 anytime

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**I AM A SPANISH BOY** and I want to maintain correspondence with people who own the Atari Lynx or Gameboy. Send to Federico Jusas Game, Republica Argentina 10 Xelva (Valencia) Spain PQ Box 46800. I promise to answer all the letters

## MESSAGES

**LYNX CLUB** join our club and get cheats, tips and reviews on the hottest Lynx games. Save money through our hiring and exchanging services and learn where to buy the cheapest games. For details call Greg on 071 274 3988 (after 6pm)

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**ATTENTION** All Megadrive owners: Cartridges for sale and exchange from as little as £10.99 and exchange from £3. 0506 31043

**HELP!** Does anyone know of any clubs (mail order) where I can get games for Nintendo NES or has anyone got any cheap games for sale. Please help soon. All mail James Edwardson 9 Queens Gate Mews, Billerica, Essex CM12 0XL

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# PREVIEW

MEGADRIVE



MEAN MACHINES 100

The meanest, moodiest and greasiest, long-haired, leather-clad bikers of the world take part in one of the most violent sports ever devised by man. The sport in question is Road Rash, a high-speed overland motorcycle race where the aim is to beat the other contestants to the finishing line - at any cost!

This is generally an excuse just to pick up a sizeable cudgel and beat up anyone who gets in the way whilst riding a high-power motorcycle along the treeways. Hazards include other contestants, the police and ordinary civvies driving along in their four-wheeled automobiles. Watch out too for bushes, walls and trees along the side of the road. Contact with these types of obstacles at high speed tends to hurt both you and the bike.

Finishing the race at a respectable position endows your rider with cash, which is spent on repairing your bike, or even buying a new one!

## MOTORCYCLE NINJA COMBAT



Life is hard when you're a psychotic motorbike rider, so a good knowledge of the martial arts can come in handy. Depending on the position of the control pad, the attack button produces very different results including kicks, punches and head butts!



A flat in the opposition's face more than does the trick!



## MUSIC FOR THE OCCASION

Like the majority of Electronic Arts Megadrive games, Road Rash has super music programmed by veteran musician Rob Hubbard. For Road Rash, Rob's come up with a stirring metal tune for every single level, along with a totally brilliant title tune!





## BIKING SHOP-O-RAMA



At the end of every race, the player has the opportunity to cash in his winnings for a superior bike. According to EA, the programmers are big biking fans, and each bike in the game is very, very familiar to a real life high-speed motorcycle!



BY: EA

PRICE: £39.99

RELEASE DATE:

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: TBA

RESPONSIVENESS: SPEEDY



# WE PREVIEW

## NINTENDO



MEAN MACHINES 102

# TOP GUN

## THE SECOND MISSION

Maverick's back with his F-14 Tomcat, ready to unleash missile and cannon dash on any pesky Ruesians that dare invade his airspace! There's little in the way of scanano, suffice to say that the enemy have massed a huge fleet consisting of Meruder tanks, Black Jack bombers, Red Tide attack subs, Fire Storm fighters, Hind death choppers, and even the Star Wars Space Shuttle! Only Maverick and his super-powered F-14 stand in the way of global domination.

The action is displayed in first person 3D perspective, straight from the cockpit of Maverick's Tomcat. Enemy fighters scream by at an alarming pace and the player has to generally blast away at everything that enters the F-14's cross hairs.

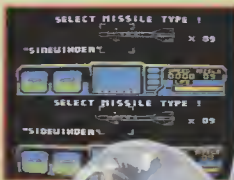


### ☆☆☆☆☆☆☆☆☆☆

## MISSILES AWAY!

The F-14 is armed with two types of weapon. The Vulcan cannon comes in handy for taking out enemy planes at close range, whilst missiles are the business for doing away with targets from far off. Three different types of missiles are available, namely the Phoenix, Sparrow and Sidewinder. These vary in effectiveness, but you tend to get more of the less effective missiles.

☆☆☆☆☆☆☆☆☆☆

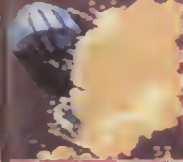


### ☆☆☆☆☆☆☆☆☆☆

## MAVERICK MALARKEY

As anyone who has seen the movie will appreciate, Maverick is a bit tasty when it comes to flying F-14s. This vaguely manifests itself in the game, as the player is capable of pulling off some pretty spectacular aerial moves, including loop-the-loops and "rolling-the-dice" (barrel rolls in other words).





▲ *Maverick streaks to victory.*

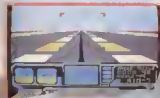


▲ *The first air-duel combatant.*

▼ *Two-player action as Maverick locks on to his opponent!*



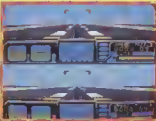
▼ *Flying across the oceans.*



▲ *Look left & look right.*

## TOP GUN VERSUS TOP GUN

There are three different modes of play in Top Gun 2. The first is just a number of specific sorties behind enemy lines taking out specific targets. One-player versus mode shoots Maverick off into the skies where a number of the enemy's top flying aces are waiting for some airborne jousting with the US Top Gun. The last option is the two-player versus mode, where two Mavericks take to the skies for some super-sonic duelling antics.



PLAY SELECT

1P 6400 2P 6400  
2P 6400 1P 6400

**BY: KONAMI**  
**PRICE: £TBA**

RELEASE DATE: TBA  
GAME DIFFICULTY: MEDIUM  
LIVES: 1  
CONTINUES: 0  
SKILL LEVELS: 1  
RESPONSIVENESS: OKAY

1-2  
PLAYERS





# YOB'S

GLORIOUS

# GOSSIP

## SONIC READS MEAN MACHINES

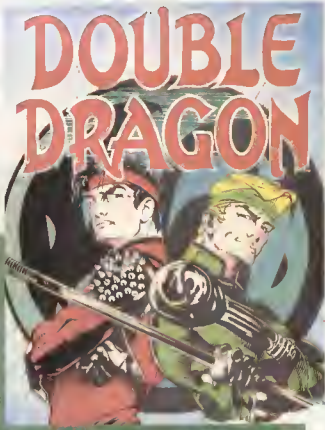
It's true! Sonic the Hedgehog reads **MEAN MACHINES** - as you can see from the picture taken at the recent CES Show in Chicago!

However, if you're over three years old, you'll realise that in fact this picture is a sad sham. Sonic the Hedgehog is merely a computer character, and in fact, the **MEAN MACHINES** magazine in the picture is being molested by a sad, parverted person who likes to dress up in shiny blue tights and elicit large amounts of white foam around his belly.



## DOUBLE DRAGON COMIC DELIGHTS

Browsing through a recent Marvel comic, I noticed an advert for a forthcoming Double Dragon comic which features the exploits of bittin' Billy and Jimmy as they do in large amounts of thugs and fight for truth, justice, freedom and a bit of fun.



## PRICE SLASH DEMO DELIGHTS


After laughably feeble sales performances this Christmas, high street shops are desperately trying to offload their large excess stocks of Amstrad and Commodore consoles. Prices as low as £29.99 for the Commodore 64GS and a piffling £19.99 for the doomed Amstrad GX4000 have been spotted - but is it worth buying one of these machines? Well, although they're cheap, software support is non-existent, and you'll be lucky to find more than a few games for the machines - nobody is making any new games, and once existing stocks have gone, you won't be able to get any more. You'd be better off buying a Betamax video...

Hee, ho, ha! Top player Mr Paul Glancey of C+VG caused us a few laughs when he loaded and began to play a new Amiga racing game, Vroom. After completing two laps, the car crashed, and he started again. It was then, and only then that he realised that the "game" was in fact a rolling demo which he had no control over! "I thought that it wasn't responding very well to my frantic joystick wiggles" quoth the slightly embarrassed Deputy Editor as he was laughed out of the games room...

## JAZZA'S ORIGINS

While looking through a load of old C+VG magazines, eagle-eyed Ban Britton of BishopsCleeve discovered pictures of a very young Jaz Rignall, taken after he had won his very first UK Arcade Championships. Sporting a Mum's special pudding basin haircut (O, I forgot to take my hair mousse to London so I had enter the competition with flaccid and floppy hair - JR), our Jaz beat off other top players to win himself a Galaga coin-op!





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BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB SLINGER MUST DEFEAT THE EVIL SCHEMES OF WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD....

WITH THE HELP OF DR. STRANGE - THE SOVEREIGN SUPREME, SPIDER-MAN MUST TACKLE 6 LEVELS - FROM SKYSCRAPERS TO GYMNASIUMS - DEFEAT NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY... THE CLOCK IS TICKING!

# SEGA